



7.6 MILLION GAME BOY COLORS  
SOLD AND STILL COUNTING...

9 771464 590024

# TOTAL GAMES GUIDE TO GAME BOY

EVERYTHING YOU WANTED TO KNOW ABOUT GAME BOY

**COLOR**

ISSUE THREE  
**£1.95**

TOTALGAMES.NET

## CONKER'S

### POCKET TALES

FIRST REVIEW OF A RARE GEM!



**WIN!**  
GAME BOYS,  
GAMES &  
GADGETS!  
PAGE 21



**THE BOYS  
ARE BACK  
IN TOWN!**

## SUPER MARIO BROS DELUXE

**PLUS:** PREVIEWS OF ALL THE  
NEW GB COLOR GAMES!

THE SMURFS NIGHTMARE GUIDE,  
GAME BOY COLOR DEVELOPER  
INTERVIEW, ARCADE CLASSICS,  
CHEATS AND TIPS FOR YOUR  
FAVOURITE GAMES!

# GADGETZONE

www.gadgetzone.com  
01524 730500/730600

**The Gamebooster allows you to  
play Gameboy games on your  
PlayStation**



**WE HAVE A FULL RANGE OF  
PLAYSTATION ACCESSORIES  
AND WE WILL BEAT ANY  
GENUINE ADVERTISED PRICE**

**WE ALSO STOCK A FULL RANGE OF  
LASER POINTERS**

## GAME BOY COLOR

OUR CONTACT NUMBERS ARE  
**01524 425777 AND 425888**  
AND OUR DIRECT FAX NUMBER IS  
**01524 831999**

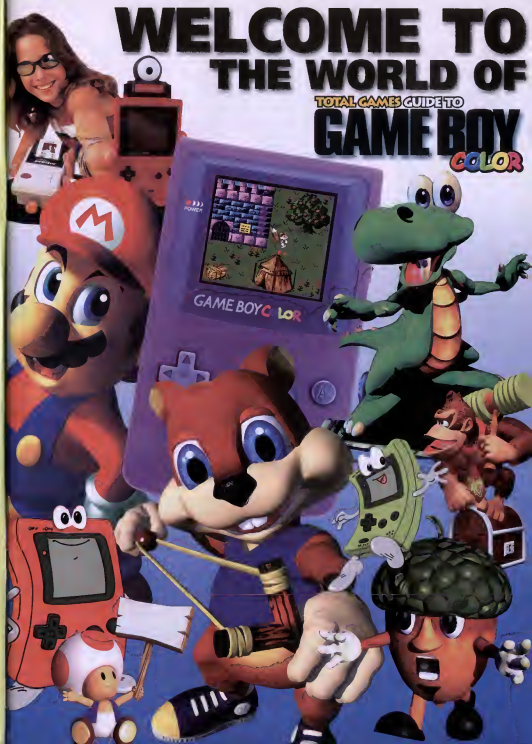
OUR EMAIL CONTACT ADDRESSES ARE [sales@gadgetzone.com](mailto:sales@gadgetzone.com) & [info@gadgetzone.com](mailto:info@gadgetzone.com)

OFFICE ADDRESS: 32 VICTORIA STREET, MORECAMBE, LA4 4AJ (CALLERS WELCOME)

POSTAL ADDRESS (FOR ALL POSTAL ORDERS AND CORRESPONDENCE):  
PO BOX 46, LANCASTER, LA1 5FH



ALL OUR PRODUCTS INCLUDE P+P AND VAT,



# WELCOME TO THE WORLD OF TOTAL GAMES GUIDE TO GAME BOY COLOR



## NEWS FROM THE WORLD OF GAME BOY COLOR



**GAME BOY COLOR**  
**7.6 MILLION GAME BOY COLORS AND RISING!**

It's a videogame phenomenon! The playful little Game Boy continues to sell well, more than ten years after it was first unveiled to the gaming public. In 1990, if you compare Nintendo's sales for 1989 to their sales this year, the Game Boy popularity has increased by 200%. This is largely due to the launch of our very own favourite, Game Boy Color, and the Pokémon craze has helped to push the figures even higher. Peter Main, Nintendo's executive vice president of sales and marketing commented, "Game Boy is the most successful videogame system in history and currently dominates 99% of the hand-held market with more than 70 million systems in people's hands around the world. Worldwide, we have shipped more than 7.6 million Game Boy Color units since its release."

So yes, you can hold your head up high and declare to the world that you own the world's most successful videogame console!



### The masters of code come to Game Boy!

The Game Boy and Game Boy Color run on the same Z80 processor as the old ZX Spectrum computer with simplistic graphics and a limited colour palette. Strange then that a company that thrived on cheap and cheerful games back in the 8-bit home computer days should be so absent on Game Boy. That is until now!

Codemasters have just done a deal with THQ to bring some of their best known titles to Game Boy Color later on this year. This deal will kick off with Micro Machines Twin Turbo in July, a game that combines the playability of the first two Micro Machines games into one pack for the small screen. In case you don't already know, Micro Machines are tiny vehicles that you can collect. The game features mini-tanks, F1 cars, speed boats and buggies racing over giant courses like the kitchen table, back garden, bath tub and snooker hall. These oversized courses combined with the manoeuvrability of the



machines make Micro Machines a brilliant and fun game.

Due for release in September is a conversion of the PlayStation hit TOCA Touring Cars. The game on the 32-bit console is a hi-res driving extravaganza with some fantastic graphics and challenging gameplay. What THQ will make of the Game Boy Color version is anyone's guess at the moment. We wait it with baited breath!



### Better than a Pokémon in the eye!

The Pokémon craze continues to rampage across the world with Nintendo declaring at the recent E3 computer show in LA that it is undoubtedly a 'Pokémon Planet!' These strange little games starring crazy Japanese characters have really taken off in a big way and Nintendo have a bunch of new products just around the corner.

The most innovative of these is an actual Nintendo virtual pet. Called the Pokémon Pikachu it's a tiny little console with a little creature living on the screen similar to the virtual



pets that were popular a couple of years ago. The little guy in Pikachu is in desperate need of attention. You can watch him take a shower, eat his lunch, catch a TV show and even go to bed! All the time carrying yourself special Watt points which you can then feed to the little guy to make him your friend. Sounds marvellous, doesn't it? The Pokémon Pikachu also comes equipped with an alarm clock to get you up in the morning and a mini slot machine game where you can bet to increase your Watt count. Watch out for these crazy machines in the shops soon.



last issue's news. Pokémon Snap and Pokémon Stadium are coming to the Nintendo 64 and the all new Pokémon Yellow is about to hit Game Boy Color. This game is similar to the Red and Blue versions already available only this time Pikachu takes the centre stage. It even includes a special option where you can print out the Pokédex on a Game Boy printer. We can't wait!

### Titus hit with a quartet of games!



Foxes are amazing creatures that use stealth and cunning to catch their prey. It's no surprise then that the French company that uses Titus the fox as their logo uses stealth to achieve their goals. Titus has always been a quiet company, with many people not noticing the few games they release each year, but they've been making a lot of money and have recently bought a \$35 million stake in Interplay!

Now they've got four hot Game Boy Color titles lined up for release this year, with some big name licences.



No screenshots are available on any of these games yet but we can tell you that Blues Brothers 2000 will be a lively adventure game based on the movie, Roadsters is a racing title with some really slick graphics, Hercules is a wicked game where you get to play as either Hercules or Xena the warrior princess, and finally there's Superman – the best of the bunch in our opinion.

Officially licensed from Warner Bros, Superman gives you control of the man of steel. You can use all his amazing powers: flying, heat vision, freezing breath, super-strength and x-ray vision in a game that takes you

into the centre of a virtual reality Metropolis to rescue Lois Lane and Jimmy Olsen from Lex Luthor and Brainiac. This should be one hot Game Boy Color game, and it will be compatible with the original black and white Game Boy too!

### Prince of Persia Celebrates its 10th Birthday

Platform classic, Prince Of Persia, celebrates its 10th birthday this year by returning in style on Nintendo's Game Boy Color.

Originally released in 1989, Jordan Mechner's creation told the tale of the titular prince who must battle his way through the dangerous traps and pitfalls in a quest to defeat the evil Grand Vizier Jafar.

Prince Of Persia was in development for four years (that's about a year longer than Legend Of Zelda: Ocarina Of Time), with the prince's movements being the result of motion-capture technology.

Prince Of Persia has sold a mighty impressive two million copies worldwide, and Nintendo is no doubt confident that it can add to that figure when it is released later this year on Game Boy Color. The game will also be compatible with all of the existing mono Game Boy models.



An exciting deal has been struck between Disney Interactive and EA Soft to produce a range of console games based on the adventures of Donald Duck, launching in Autumn 2000 – and the game is set to be in it! This will be the first time ever that Donald Duck has appeared in 3D, unless you count waddling around Disneyland Paris that of the agreement shows how committed EA Soft is to producing quality Game Boy Color titles, and although the game is a long way off yet, it already seems like it could be a real hit!







THE NEW  
MASTERPIECE FROM  
RARE WILL SOON  
DRIVE YOU NUTTY!

# CONKER'S POCKET TALES



A You will get to travel around the world in a game of Conker's Pocket Tales. This is Ancient Greece!



A Walls, trees and fences often have secrets tucked to them. By standing in front of these, Conker can get clues to the next part of the adventure.



A Conker can do everything your average adventure game star can do - run, fire weapons, search for objects. He's an all-round hero!

**WHO IS** the Conker the squirrel anyway? Well if you've ever played *Diddy Kong Racing* on the Nintendo 64 then you will know full well who he is - he was one of the characters from Rare's wonderful world of who you could select. He wasn't half bad at racing go-karts and hovercraft either if he. The plucky squirrel is all set to get his own N64 adventure in *Twelve Tales*. Conker 64, and to go along with the game Rare have created a unique Game Boy Color adventure too - *Conker's Pocket Tales*.

By rights we should have been playing this excellent game last year as Rare had almost finished it, but then along came the Game Boy Color and they extended the production time so that they could take full advantage of the new colour capabilities. Conker's Pocket Tales still retains complete compatibility with the original Game Boy, Game Boy Pocket and Super Game Boy - so everyone is happy!

*Twelve Tales* is a 3D extravaganza of a game with large levels and cute characters, but with Conker's Pocket Tales, Rare have taken a slightly different approach. Instead of fobbing us off with just another platform game (let's face it, there are

enough on the Game Boy already) they have taken the characters from the N64 game and put them into a role playing scenario. The nearest game you may have played to this is *Legend of Zelda: Link's Awakening* - Conker has a similar style with an overhead view of the action and large scrolling levels to explore.

Of course, being similar to *Zelda* is no bad thing - *Zelda* is the chosen favourite of many a Game Boy fan. But Rare have taken the idea further by including a wide range of inventive sub-games to keep you interested and packing every corner with secrets to discover. In fact they reckon that to play the game from start to finish would take 20 hours - and that's when you know what you're doing!

## Objective? To Conker!

So what's the main objective in the game? You can read Rare's special storyline in the box on this page but the basic idea is to rescue Conker's girlfriend Berrie from the clutches of Evil the Acorn while finding Conker's stolen birthday presents. Evil gatecrashed Conker's birthday party by hiding in a cake and took all the presents - and Berrie too!



A One - a heart! I wonder if the little chap can climb inside and go for a ride?



A Okay, okay - so Conker's Pocket Tales looks a bit like *Zelda*... so where's the complete?



A These venus fly traps are a real pain - they will shoot Conker at the drop of a hat!



A Once inside a location many of the rooms hold puzzles for Conker to solve. Here, blocks must be moved into the correct position to open a door.

The adventure will take Conker through all kinds of scenarios before he can get a kiss from his beloved squirrel girlfriend again. There's a woodland area with little timber houses, plenty of trees and dirt patches that Conker can burrow through to escape enemies' areas. The stuff on his boots, huh and of course the sea to contend with. Then there's the Wild West with cacti, cow skulls and barren lands before reaching the Ancient Greek levels with elaborate mosaics and ugly statues - and that's just for starters! With so many diverse levels it's a good job there's a map you can scroll around and the game includes three battery back-up slots to save your adventures to.

## Story time with Rare

When Rare do something, they do it well. They have created a great storyline to go with Conker's Pocket Tales, so we thought we'd let them tell it their way.

Conker stared speechlessly at the mountain of presents that had appeared overnight in Berrie's house. "Surprise!" cheered his friends among the Acorn People of Willow Woods, jumping out from behind a curtain of balloons and bursting into laughter at the dazed expression on Conker's face.

"But... I..." he stammered, then gave up and let a wide grin spread across his face as Berrie herself pushed to the front of the crowd and curtsied in front of him.

"All my own work," she smiled mischievously. "Happy birthday, Conker."

"Happy birthday!" his friends chanted. Conker thanked them heartily, hopping from foot to foot as he eyed up the stack of presents.

"Ah, now just hold on a minute..." said Berrie, stepping between the squirrel and his birthday hoard. "There's something else you have to do first..."

She gave out a whistle, and through the open door came a troupe bearing the biggest birthday cake Conker had ever seen.

# CONKER'S POCKET TALES

STARS OF CONKER'S POCKET TALES

## The hero, and his damsel in distress!

Here they are the two stars of Conker's Pocket Tales. Conker is a plucky little squirrel with plenty of get up and go. He first impressed us with his fast driving in *Diddy Kong Racing* on the N64, but he has now been promoted to star in his very own games.

Berrie is his pretty girlfriend (well, pretty for a squirrel anyway) and in true videogame tradition she has gone and got herself squirrel-napped by Evil the Acorn. All she can do is sit tight and wait for Conker to come along and rescue her!

"Oh, wow!" he exclaimed as a couple wheeled it forward. "Berrie, this is great!"

"This isn't the one I made..." And just as she finished the figure sprang up from the wreckage with a crash and a bulky under the presents and started gathering them up for itself.

It was Berrie who was first to recover from the surprise. "Hey!" she squealed angrily. "What do you think you're - Acorn that Conker and his friends had ever seen, turned on as it turned to flee with its head of poodles.

"Fisty, are we?" it sniggered as it vanished through the doorway. "We'll just see about that!"

"Conker!" came Berrie's suddenly panicked voice. "Berrie!" Conker yelled back, snapping out of his astonishment and giving chase. But by the time he'd pushed through the stunned crowd and made it to the door, the Evil Acorn and his captive were nowhere to be seen...



FULL  
COLOR

GAME BOY  
NINTENDO



PRICE

£29.99

PUBLISHER

Nintendo

RELEASE DATE

2 July 1999

GENRE

Adventure

HOW MANY GAMES TO  
GAME BOY  
SCORE

92%

**BLACK & WHITE COMPATIBLE**



▲ Conker's Pocket Tales is enhanced for Game Boy Color but works perfectly well with the mono Game Boy. Super Game Boy and Pocket versions!



▲ If you get lost on your adventure you can always call on the handy map to guide you in the right direction. They've thought of everything!



▲ The dirt patches around Conker's house act as tunnels between sections. Get the squirrel to dig and he'll reappear somewhere else!

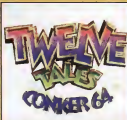
**It'll drive you nuts!**

Visually Conker's Pocket Tales is about as good as a Game Boy Color game can get. The sprites are small but minutely detailed and the scenery is very reminiscent of Zelda, but that's fine - it gives the game that Nintendo/Rare quality feel. The whole game isn't played from just the

overhead perspective either - one of the sub-games has Conker inside a house, his back to us, battling it out with another dastardly character on the far wall. These sub-games are great fun to play too - and make a welcome break from the constant exploring.

A LITTLE SQUIRREL GOES A VERY LONG WAY...

**TWELVE TALES: CONKER 64**



▲ Conker's Pocket Tales is a spin-off game from the 3DS Twelve Tales. Doesn't it look fantastic?



▲ As the game unfolds Conker gets to wear all kinds of hats. The little squirrel puts Mario to shame!



**Conker's big brother!**

Conker's Pocket Tales is a spin-off game from Rare's new N64 adventure Twelve Tales: Conker 64. In this game you can play as either Conker or Bernie and Rare are marketing the game as more than just another Banjo-Kazooie or Mario. They like to think of it as an interactive cartoon where Conker and Bernie actually have emotions that show on their faces rather than the gormless expressions we

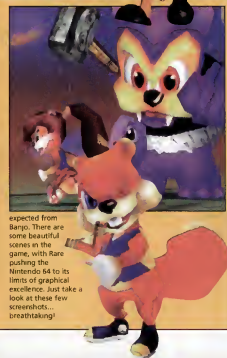


▲ A double press in any direction will make Conker run - handy for avoiding nasty plants.



▲ The sub-games are what really makes Conker come to life - they're great fun!

When Rare stamp their name onto a product it really is a guarantee of good value, great ideas and slick presentation. All these things are true of Conker's Pocket Tales. So what are you waiting for - get a copy today and save Bernie before it's too late!



expected from Banjo. There are some beautiful scenes in the game, with Rare pushing the Nintendo 64 to its limits of graphical excellence. Just take a look at these few screenshots... breathaltaking!

**GAMEBOY CHEATS & TIPS**  
 CHEATS, TIPS & ESSENTIAL GAMING ADVICE FOR VIRTUALLY EVERY GAME  
 A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

**09066 098041**  
 Call us today to receive this number

**COMPETITION HOTLINE**  
 IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN!  
 GAMEBOY COLOR: 10 TO BE WON  
 NINTENDO 64 plus GOLDENEYE: 10 TO BE WON  
 PLAYSTATION: 10 TO BE WON  
 DREAMCAST: 5 TO BE WON  
 MOBILE PHONE: 10 TO BE WON

**09066 098101**  
 Call us today to receive this number!  
 Call the number above & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN!

REVIEWS: CONKER'S POCKET TALES









THE WORLD HAS ENTERED  
 A DARK TIME. THERE'S  
 ONLY ONE THING TO DO...  
 ADVENTURE!



# SHADOWGATE CLASSIC

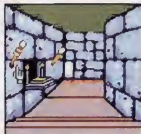
**REMEMBER** those early adventure games calling themselves RPGs? A static screen would present a couple of options, either open the creaky wooden door to your left, or open the creaky wooden door to your right. Choosing which one to open was a monumental decision but as soon as you picked the door you'd be informed that, 'Sorry, a gigantic dragon was lurking behind the door and you died.' Infuriating weren't they? Constantly hitting obscure dead ends, having to go back to the beginning and starting again. Well, Shadowgate Classic is arriving soon from what seems like the depths of time and is the epitome of crappy RPGs.

To cut a contrived Sword 'n' Sorcery story short, an evil warlock has holed himself up in a mysterious trap laden castle, and you being the

meat-head warrior you are you decide to traipse on in and thwart his evil, world conquering plans. From the very beginning the Game Boy's colour palette is put to good use, ensuring that water is blue, fire red... you know, all the usual colours. It's just a shame that these well coloured individual screens are animated like a corpse's convention. Occasionally the Game Boy will be required to pepper a few frames of animation in for good measure but the dull, point and click repertoire beggars belief.

## Static Sorcery

Injecting some atmosphere is the spooky music tinkling throughout, but even that doesn't raise enough interest to hook you. If you are hoping that to compensate for the graveyard of action



Although it may be tempting to flick through the book set into the alcove, the moment you do so the floor falls away under your feet and you get impaled on sharp spikes. Hmm, how annoying is that?



Although this is one of the only people you will come across early on don't try and speak to him. Just turn around, politely make your excuses and run to the woods surrounding your lungs out.



The coil of rope on the floor looks handy. Maybe you can string it up, tie it around your neck and end the suffering. Or maybe it's a magic climbing rope that snake charmers often use...?

## SHADOWGATE CLASSIC

happening on screen the menu system is packed with spells, items, hit points, mana, and dark secrets you're sorely mistaken. The RPG element is as basic it could have been with so little player interaction we were surprised not to see the game play itself after putting it down and going to the pub instead! To recommend this game would be insulting to anyone with 20 quid to blow and to anyone who has heard of Zelda. Link's Awakening DX, the Game Boy's best RPG, scoring 95%. Some traps are fiendish, yes. Some require a good thinking over before rushing into the 'action' and some will have you phoning friends asking for advice but with such a dull setting, no amount of masterminded trickery is going to remain interesting for long.

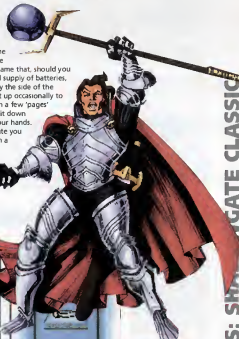
Common sense, a lot of spare time and the boredom threshold of an audience at the annual snail marathon will carry you through though... if you can be bothered.



When you're deciding what to do next in a frenzy of fun, you can look at your inventory and make up your mind. Hmm, well I look, use, hit or move? The choices are endless!



Take the sword, or take the slug? Common sense would suggest the sword but just remember the bible story about a certain young man called David and the big old brute who tried to kill him. David won!



More choices! Do you take the firm steel ladder or the rickety rope ladder full of bees with giant snakes coiling around it. Neither, you pack your bags and go home.

TOTAL GAME GUIDE TO  
**GAME BOY**  
 SCORE  
**48%**

TOTAL GAME GUIDE TO  
**GAME BOY**  
 HTTP://TOTALGAMEGUIDE.COM  
 PRICE £17.99  
 PUBLISHER Kemco  
 RELEASE DATE Out Now  
 GENRE RPG



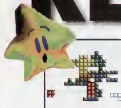
The door to your destiny! This is the first thing you see as you approach the haunted keep. Do you have a key thought? Don't worry if you don't, some stuff so and so has left it open - dehi!



Larking down a long corridor you have to keep your eyes open for goodies. Will you take the antique rug or two blazing torches stuck to the side of the wall? Go with the torches!

WHAT DO YOU GET IF YOU  
CROSS TETRIS WITH  
ASTEROIDS? DON'T WORRY,  
WE DON'T KNOW EITHER!

# KLUSTAR



A block starts making their way in, position your cluster to catch them in their tracks. If you don't, the worst will happen so be as quick as you can.

GAME BOY  
NINTENDO



PRICE

£16.99

PUBLISHER

Infogrames

RELEASE DATE

Out now

GENRE

Puzzle

GAME BOY  
SCORE

58%

**TETRIS** was simple and quite honestly, the game that everybody associates with the Game Boy. Young or old, Tetris is there. This young contender with ideas above its station is trying to muscle in on the action though but will it have enough originality and pizzazz to do so? We think not! Klustar takes Tetris' indefinable originality and turns it upside down, inside out and any other way you'd care to mention. Instead of the blocks falling whilst you rotate them to fit snugly together the blocks now fly in from all sides! Unable to turn the blocks themselves you must turn the massive screen in the middle of the screen to accommodate them. Fail to keep up with the barrage of blocks and your main 'cluster' in the middle gets too big, the tiny little devil just keep piling up and before you know it, it's game over!

There are several difficulty levels ready to twist the brain as well as differing sized blocks and grids to play on, but none of this compensates for the feeling that we've been here before with Tetris. Unfortunately Klustar is the Bootleg Beetle to Tetris' real thing. Every aspect of Tetris has been raped and pillaged, stuffed into this package and has had a price tag wallpored on it. From the speeds at which the blocks appear to the blatantly familiar Russian sounding tunes, it's all a second rate version of the classic.

## KOPKYAT KLUSTAR!

Klustar's colour compatibility is also minimal, but it is to be expected with a game of such basic graphics. Each shaped block is a different colour and that is as far as it goes so playing on a standard Game Boy will prove no problem at distinguishing the shapes from each other. Adding colour was a pointless idea but despite this we're glad to see that some effort has gone in to capture

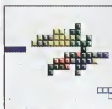
a slice of the Game Boy Color market. Mmm, cunning!

Despite misgivings, Klustar is still enjoyable thanks to its relationship with Tetris and had the circumstances behind these games been reversed Tetris would have received our verbal hammering. As it happens though, Klustar was the last on the bandwagon and so must pay the price. We know how addictive getting strangely shaped blocks to fit together is, but we also know a copycat when we see one. Klustar is that copycat and no matter how hooked you may get from playing it just reach for a copy of the original instead.



▲ The action starts off at a slow pace but soon you will find that your fingers are burning with the pressure of keeping up with the speed of the blocks.

▲ Don't let your cluster get too big because mediating around the screen becomes nigh on impossible. Keep it small, keep it moving and keep those points coming!



▲ No matter how hard you try to keep these blocks from piling together you will always fail it just gets harder and faster all the time!



▲ Fail to stop the blocks piling together and they'll attack themselves in the side of the wall giving you less room to move your cluster. So you have to be quick!



▲ Depending on which setting you choose, the blocks disappear in numbers of 2, 16, 25, etc. So remember to practice your square numbers!

FULL  
COLOR

BLACK  
& WHITE  
COMPATIBLE

# DROPTONE

## THIS SHOOT-EM-UP

is a welcome blast from the past. Veteran gamers will remember Droptone as the essential blaster that every self-respecting Commodore 64 owner had back when it was released during – surely not that long ago? – 1984. The C64, for the uninitiated, was one of the two main home computers of the Eighties (the other being the ZX Spectrum).

Droptone puts you in the role of a heroic, jet-pack-equipped dupe on a mission to rescue a group of fellow humans from the hostile second moon of Jupiter, J2. Although it may sound simple, you will soon find that a veritable horde of alien warriors are determined to prevent you from rescuing your buds and returning them to ID's moonbase. It is just as well that you have a handy laser cannon, a cloaking device, and a few strata bombs (ie, smart bombs) at your disposal... believe me, you are going to need 'em!

From the outset, Droptone's gameplay is extremely fast and frighteningly frenetic. You'll spend your first few games flying left and right



▲ Things may look quiet but don't get cocky! There's sure to be a world of trouble just around the corner.



▲ What did we tell you? Our Droptone here is hopping low to avoid the alien hordes hovering above.



▲ Ah! Now that is what a smart bomb is for!



▲ Not bad going, but I've no lives left!

IT'S A RAVE FROM THE GRAVE!

## FROM C64 TO GBC

Droptone originally appeared on the Commodore 64 home computer back in 1984. Designed and coded by Archer Maclean – whose most recent credit is Jimmy White's Cueball snooker simulation on PC-CD-ROM – Droptone has been lauded as one of the greatest 8-bit era games. These screenshots from the Commodore 64 version give you some idea what the Game Boy Color version will look like.



GAME BOY  
VARS: 100%  
NEW EXTRA TWISTED, BURNING



GAME BOY  
NINTENDO

PRICE

£24.99

PUBLISHER

Acclaim

RELEASE DATE

Out now

GENRE

Shoot-'em-up

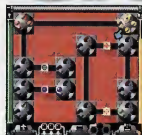
GAME BOY  
SCORE

82%

## IT'S JUST A LOAD OF BALLS!



▲ The small, white arrows in the top left of the picture will only allow marbles to pass through in one direction. This limits your movement options.



▲ This level is fairly straightforward as all you have to deal with are the gears. However, straightforward isn't the same thing as easy!



▲ To look at this screen you'd think that it would be fairly easy, but you can almost guarantee that the marbles won't arrive in the right order!

### FANCY YOURSELF

As a bit of a 'logical' person? Well this puzzle game would give even a computer logic problems! Put simply, Logical is a game involving marbles and gears. Sounds simple enough? Well it's not.

The object of the game is to get four marbles of the same colour into each gear on the screen. Initially you begin the game with only a view of gears to fill and no other complications. Marbles are released into tubes at timed intervals and your task is to guide them to the appropriate point. The gears in the game resemble the dials from the non-computerised vertical boardgame Downfall. They're circular with four symmetrical holes at equidistant points. Unlike the Downfall dials, however, once the marble is in the gear it stays there until you move it out - ie. it won't fall out on its own.

The task then is to guide four marbles of a certain colour to a particular gear which sounds fairly easy and indeed on the first level or so it's not too much of a challenge. Obviously not all the marbles get released in the right order though - that would just be too easy. Instead they glide out seemingly at random and if you're not careful things can start to get confusing as marbles career into one another and start going off where you don't want them.

### In, out, shake it all about!

This is very much a game of 'putting things in and taking things out'. If, for instance, you've got a yellow marble in the tube leading to your gear and you need the red one that's behind it, the only way to get at the red one is to push the yellow one into the gear, turn round one movement and pick up the red one then turn the gear back and send the

yellow one on its way. Again this all sounds very simple, but that's because you initially only have to worry about a few gears.

On later levels things are considerably less simple as you encounter numerous gears on a screen, often forming their own kind of maze. And that's not all. As you progress through the levels new obstacles appear in the form of teleporters, colour stoppers and colour changers.

Teleporters move the marbles to different locations on the screen which can be a help but can also be a hindrance when the marble you need is beamed to totally the wrong place. Colour stoppers prevent marbles of a certain colour passing through them and this can be a pain if the colour marble you want is blocked by another marble which can't pass through a colour stopper. And of course the colour changer turns one coloured marble into another one. Usually this happens when you've got a marble that you need and it inadvertently passes through a colour changer only to become a marble that you don't need.

Logical is a challenging, at times frustrating, game that's going to give puzzle fanatics hours of fun. The downside is that it's not quite as simple to play as a game like Tetris which means gears less into puzzles might not find it easy to get into.



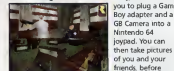
▲ The colour stoppers on this level make it pretty tricky. ▲ There aren't any problems on this level... or are there?

## THE CAMERA NEVER LIES! PLUS - WIN YOURSELF AN ATOMIC GAME BOY COLOR AND 4 TOP MIDWAY GAMES!

## PERFECT DARK

**EVER WANTED** to be the star of a videogame? Well, thanks to Rare and the Game Boy Camera you will soon be able run riot in one of 1999's most anticipated videogames.

Rare, the UK-based Nintendo game developer behind this year's cover featured game Conker's Pocket Tales, has come up with an ingenious use for the Game Boy Camera. It was during development of Perfect Dark that the software house decided to utilise the Game Boy Camera for its multi-player gaming mode. The exciting feature was unveiled at the E3 videogame trade show in May, which allows you to plug a Game Boy adapter and a GB Camera into a Nintendo 64 joystick. You can then take pictures of you and your friends, before transcribing the images onto the 3D models in the game. Whist avid



▲ Multiplayer games will never be the same again - now you can fight your mates on the N64!

GoldenEye gamers had to make do with the standard selection of James Bond-inspired characters in the multi-player mode, Perfect Dark's use of the Game Boy Camera means that you can have an almost infinite supply of characters for your deathmatch games.

Just imagine the fun you can have running around as yourself, shooting willy-nilly at your mates directly! Game Boy Color magazine's roving reporter actually sat in the Nintendo booth at E3 whilst his image was loaded into the game - when you select the character it auto-configures the Game Boy Camera and then cycles through the faces before changing before your very eyes. Amazingly, the quality from the black and white camera is superb. Watch sales of these Nintendo peripherals to rocket once Perfect Dark comes out during December. Well done Rare!



## WIN AN ATOMIC GAME BOY COLOR AND 4 GAMES! COURTESY OF... MIDWAY

**YOU'VE GOT TO ADMIT THAT THE GAME BOY COLOR IS ONE COOL, PIECE OF KIT - ESPECIALLY NOW THAT IT COMES IN A VARIETY OF SNAZZY COLOURS. IN THE SHOPS THIS MONTH WILL BE THE BERRY, PANDORA, KNUSTAL AND ATOMIC PURPLE VERSIONS AS WELL AS THE ORIGINAL CREAM COLOURED CONSOLE. NOW THERE'S ONE TO SUIT EVERYONE'S TASTES!**

**TO CELEBRATE** this and a bunch of other new-gizmos from Midway we've got an atomic purple Game Boy Color to give away to one lucky reader, along with the four top Midway games of the month. Midway's release schedule is packed with arcade quality titles like 720° Spy Hunter/Moon Patrol, Rampage International Tour,

Kiss and Paperboy - all set to release over the next few weeks.

To win this superb prize, simply answer or this question...

**What's the heady sport fighting game series from Midway.**

Answers on a postcard to: Atomic Purple Console, Total Games Guide to Game Boy Color, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2AE. Entries must reach us by September 7.

The editor's disclaimer is that his correspondence may be entered in the Encyclopedia of Nintendo and the magazine. Midway may undertake to send a prize to the winner by the date of 7 September 1999. This winner's name will be available in writing on request from Paragon Publishing. The sponsor retains the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.



COMPETITION

**GAME BOY NINTENDO**

**Logical**

PRICE £24.99

PUBLISHER THQ

RELEASE DATE Out now

GENRE Puzzle

**GAME BOY SCORE**

**88%**



# SUPER MARIO BROS DELUXE

## THE PLUCKY PLUMBERS ARE BACK!



PRICE £24.99

PUBLISHER Nintendo

RELEASE DATE Out Now

GENRE Platform



95%



▲ The new Challenge Mode pits Mario against Luigi in a battle to collect coins while thwarting your opponent's efforts.

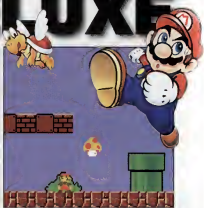
**MARIO IS** arguably the most famous plumber in the world – and that's pretty impressive considering he's never really done much actual plumbing. Since his first appearance as the little bloke who had to jump Donkey Kong's burning barrels way back in the mists of videogame history he's appeared in dozens of videogames and become a household name.

When Super Mario Bros came out on the NES back in 1985 it was an immense hit and it's probably fair to say that it played a huge contribution to the console's success. Since then we've had the SNES, the Game Boy and the N64 – Mario, with and without his brother Luigi, has popped up on all of them. He's already made an appearance on Nintendo's Game



▲ The baffles at Nintendo have souped up the front end of the game with new intro and options screens. There's a fun box option too!

▲ This is the game that all platform efforts have tried to imitate. You can never beat the 'house' on an enemy's head' style of play.



▲ All the Mario fanzine's make another appearance – remember collecting mushrooms to make Mario bigger?

Boy Color but now he's going back to his roots for some classic platforming action.

Super Mario Bros Deluxe is a souped-up version of the NES original which promises to do for the Game Boy Color what the old game did for the NES. Over or two players, using two Game Boy Colors and a Game Link cable, get to take control of Mario and Luigi for some serious platform fun.

### Horses for courses

All 32 levels from the original game are included in this version plus eight new ones designed specifically for the Game Boy Color. All the levels can be played in original 1985 classic mode plus Nintendo have added a special challenge mode where the object is



▲ Collect enough mushrooms and Mario does his white overalls and starts shooting balls of fire! What sort of plumber does he think he is?



▲ Obviously the thought of his brother Yoshi egg from every level.



▲ Headbunting the ruler red bricks turns all the others see-through. This will allow you to trap your competitor in one of the spaces.



▲ Platform games have a reputation for being quite easy to play. With a Venus fly trap, hammer Bros and fire balls in evidence with it's anything but!

to collect five red coins and uncover the hidden Yoshi egg from every level.

To hinder the flat-capped heroes are there all sorts of hidden obstacles and opponents like Boo and Bowser who are almost as well-known as Mario these days. Help for our heroes comes in the form of powerups, fire flowers and invincibility stars. When playing against a friend there are also special banner blocks on the stages which you can use to change the other player's course or to make the ground vanish from under their very feet!

Like a lot of new Game Boy Color games Super Mario Bros Deluxe makes use of the Game Boy printer. As you play through the game you are awarded pictures for the game's 'photo album'. These pictures can then be printed out at your leisure or used to create your own custom banners.

### A box of tricks

If you feel like a break from the hectic platform action Super Mario Bros Deluxe offers you can take time to explore the toy box mode. This contains various options ranging from a calendar which runs up to the year 3000 and lets you store all your important appointments to a rather bizarre fortune

telling mode which challenges you to 'discover your destiny' by choosing cards. Does Mario really know the future?

The gameplay in Super Mario Bros Deluxe simply can't be faulted. The original game really broke new ground and showed games a whole new style of play, being the first game to include a plethora of hidden entrances and bonuses throughout each stage and the same has been done with this version giving you lots of things to search for even if you've managed to play all the way through and finish the game.

Graphically the Game Boy Color version is almost identical to the original and they've even managed to get the music to sound the same too. While it probably isn't good practice to convert every old videogame that's ever been produced (there were some pretty lousy ones after all) games of the calibre of Super Mario Bros are well worth bringing up-to-date because they still have playability that far outstrips the majority of most modern titles. Quite simply, Super Mario Bros Deluxe is a top game and one that no Game Boy Color owner should miss out on. Get out and buy yourself a little piece of videogame history!



▲ The two brothers in perfect harmony. Don't forget that thin green pipes often contain a secret area to explore.



▲ The ultimate prize is of course a night on the town with Princess Daisy. Looks like Mario has got one over on his brother again!



▲ Here's a new addition to this early Mario game – a map that shows you how far you've travelled.



▲ Heeey! Our personal favourite character from the Mario games is the turtle – he's just so versatile. You can punch him, flatten him, scorch him...

COLOR

24

DON'T YOU  
DARE MENTION  
INDIANA JONES!FULL  
COLORBLACK  
& WHITE  
COMPATIBLEPITFALL: BEYOND  
THE JUNGLE

**IF YOU TRIED** to guess the longest running videogame series then Pitfall would have to be somewhere near the top of the list. The original Pitfall game was released on the Atari 5200 back in 1982 by Activision and was a horrendously simple affair where the hero, Pitfall Harry, had to jump pits, kill snakes and tackle crocs. Obviously the graphics and sound back then were nothing but bobs and bleeps, but the gameplay was what made the game so popular!

More than 17 years on, Pitfall: Beyond the Jungle for Game Boy Color stars Pitfall Harry's son, curiously named Pitfall Harry Jr. Following in his dad's footsteps Harry has gone and got himself into a scrape that involves rescuing Princess Mira from the people of Shenral. This would be simple if he weren't being protected by the deadly Scourge who surrounds himself with scorpions, vultures and booby traps. It must be a real pain if he needs to pop out for anything!

Developed by American Crane Entertainment Pitfall: Beyond the Jungle is a six level platform

game where the lead character is equipped with nothing but a pickaxe. This axe is extremely versatile though, it can be used to break open the skulls of any enemy, swing from hooks placed on the walls of caves and tucks away neatly when not needed. Armed with this Pitfall Harry Jr will have to negotiate his way through a volcano, underground caverns and a prison to reach the ultimate showdown with the Scourge.

The main objective has remained the same as the original game – collect as much treasure as possible and make it to the end in one piece! Being a platform game you can pretty much guess the kind of things you will find in the adventure. Conveyor belts, bubbling lava, deep pits and vanishing floors are all pretty standard fare – but this is exactly what all Pitfall fans will be looking for.

Whether you are old enough to remember the original Pitfall (flippin' heck, you are old), or you're young, fresh and simply looking for a challenging adventure game, Pitfall could be the one for you.

## LEVEL WITH ME

There are six levels on offer in Pitfall: Beyond the Jungle and yes, they do take you beyond the jungle, through a volcano and into the wilderness! As you start each new level you are given a password, so next time you can jump straight to it!

<b>▲ The title screen is an all-important part of any game – it's where you start!</b>	<b>▲ The Prison is a sinister and depressing place, so get your pickaxe ready!</b>	<b>▲ Down in the Underground Caves there are many perils to avoid.</b>
<b>▲ Feeling a bit hot under the collar? Then you'll must be in The Volcano!</b>	<b>▲ The Wilderness – this is where you will spend 40 days and 40 nights.</b>	<b>▲ The final showdown is with The Scourge – a nice looking chap, isn't he?</b>

GAME BOY  
WINGO

ONLY ON COLOR

PRICE £19.99

PUBLISHER Virgin

RELEASE DATE Out Now

GENRE Platform

TOTAL GAMES GUIDE TO  
GAME BOY  
SCORE

81%

GET READY  
TO SKATE OR  
DIE, DUDE!

COLOR

25

DUAL  
COLOR

▲ Back in the good ol' days, game menus were far simpler than the new tangled ones you get now... they were also very boring!



▲ It is very tough being the king of Skate City – there you are, showing your stuff to passers-by, and along comes a car ready to knock you flat.



▲ 720's most and two way comes in its skateboarding parks, where you can try your hand at all sorts of death-defying tricks.



▲ The top shot is the in-game map of Skate City – a bit small, isn't it? Population two?

## WAY BACK

In the mid-Eighties, the young gamers of the day could be found in the dusty arcade halls stuffing 10 pence pieces into the dust-encrusted arcade machines like Atari's sort-of skateboarding-simulator 720°. So, for a nostalgic gamesperson like myself, plugging a copy of Midway's version of 720° into the back of my Game Boy Color almost brought a tear to my eye. Unfortunately, in spite of the initial warm glow of nostalgia, playing this game for a short while painfully indicates that time has not been particularly kind to 720°.

You are placed in the role of a skateboarder, who needs to improve their deft foot and wooden plank-related skills to become the king of Skate City – which is where the main action takes place. Skate City itself stretches the 'city' term to its limits, as it is really no bigger than a town square, but it nonetheless forms the hub of activity for the game. From here you can visit stores to buy skateboarding equipment like



▲ You need a very steady set of fingers when it comes to the slalom park – it's too easy to fall off the edge of the ramp.

helmets, shoes, boards and pads. The latter help improve your skateboarding ability; for instance, a new board will allow you to move a tad faster through the city.

However, like with most things in life, the improved skateboarding equipment on offer will cost you some hard-earned cash. To earn some money, you need to visit the four different parks – ramp, downhill, jump and slalom – enter the related challenges and, in theory, qualify. This is harder than it sounds, as the control system is very sensitive, and it is far too easy to find yourself falling off ramps, colliding with obstacles, or simply heading off in the wrong direction.

The antiquated control system is where 720° really falls down like a precariously balanced crate of Pepsi Max on a rickety skateboarding. 720's frustration factor runs extremely high, and coupled with the fact that the game has really not aged well, there is very little to recommend this title. It would have been a better idea if Midway had updated the game to make use of the Game Boy Color's capabilities, or at least have included some other 'classic' Atari titles on the same cart – Gauntlet and Paperboy would have been good choices. This interpretation of an extreme sport is extremely poor value for money.

GAME BOY  
WINGO

ONLY ON COLOR

PRICE £24.99

PUBLISHER Nintendo

RELEASE DATE Out now

GENRE Arcade

TOTAL GAMES GUIDE TO  
GAME BOY  
SCORE

43%

REVIEWS: 720°

WHERE ARE  
YOU ALL  
COMING FROM?

# THE SMURFS' NIGHTMARE



REVIEWS: THE SMURFS' NIGHTMARE



**No game is complete without a swimming section.**



**PRICE** £24.99

**PUBLISHER** Infogrames

**RELEASE DATE** Out now

**GENRE** Platform



▲ The sub-games come as welcome relief from the endless platform levels. Here we see our hero Smurf punching presents – don't ask why.

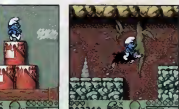


▲ Infogrames have made good use of the 56 colour palette tucked away inside the Game Boy Color.

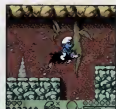
**WITH A** name like *The Smurfs' Nightmare* and a central character called Hefty Smurf, you begin to wonder if even the developers are taking the project seriously. I mean, I don't remember the Smurfs as having a sufficiently diverse range of characters to populate an entire shaft of my brother's bedroom. From Hammer Smurf to Hang-glider Smurf, it's difficult to think of a less enticing platformer hero than Hefty Smurf. Still, at least the scenario is moderately interesting with a spell having plunged the inhabitants of Smurf village into their worst nightmares. The singular exception is our friend Hefty. Fortunately, he doesn't look overly hefty – to



▲ It's always worth exploring the various levels in depth, so as to uncover more Sasparrilla leaves – but sadly games surprises and secrets are few.



▲ Hefty Smurf visits Workbench Gnome Mole, as nightmares go it's rather lacking in the spine-tingling department, unless you're platform-phobic!



▲ The Mole's Burrow is a simplistic, forced scroll sub-game which looks nice, but hardly pushes the boundaries of gameplay innovation.



▲ The Rabbit Ride is another bonus game and features perhaps the best graphics in the game, blating at better prices than this in game design?



▲ The Bottomless Well isn't perhaps the most enticing name for a bonus level, it adds variety but little originality to this entertaining but limited release.



▲ The Library Of Fear is reminiscent of Mario 64's haunted house level... but squashed flat and with several dimensions less fun.

which seem lifted direct from Eighties arcade classic *BurgerTime*. As you'd expect the first level passes easily enough, but as you progress difficulty rises and you start to die: which boots you straight back to the start of the level with all objects back to their starting positions. Haven't we advanced a bit further than this in game design?

The *Smurfs' Nightmare* isn't entirely without Innovation. By collecting Sasparrilla Leaves, you not only work toward gaining access to an end-level bonus game, but also increase the height of Hefty Smurf's jumps (if you double-tap jump). This is a neat enough idea, although ultimately it's just another tool to force you back into replaying earlier (not amazingly entertaining) sections to find Sasparrilla leaves. Moreover, the bonus game is barely a treat – being the very definition of the word simplistic: move left/right and press punch to unlock the falling objects.

Otherwise, it's much as you'd expect with potions to restore energy, provide temporary invulnerability, freeze enemies and even permanently add an extra heart to your energy bar. The Smurf himself is generally limited to the standard walk and jump functions, with enemies being dispatched by jumping on their heads. The Smurf can also duck, push objects and operate levers. Soap bubbles can lift him to higher levels, while more dramatically he can gain wings with which to fly and a rocket to boost him higher.

To give a flavour of what follows The Kitchen Of Danger, consider: The Library Of Fear, Mysterious Planet, Haunted Manor, Workbench Gnome and Laboratory Of Hell. If that sounds intriguing enough to overcome Smurfophobia, be warned in the early stages at least gameplay is effective, but less than inspired with no hidden areas or treats or spectacular end-level bosses. Fun but not overly so and Infogrames have decided not to splash out on battery back-up memory, instead plumping for a 'password' save system which consists of remembering three Smurfs' heads!

The bonus games consist of The Bottomless Well (Smurf goes swimming), The Flood Wave (Smurf running ahead of wave waves), The Mole's Burrow (Smurf riding mole) and The Rabbit Ride (Smurf riding rabbit with forced scroll to keep up the pace). The latter is

noticeably more colourful and dramatic than early platforming levels, but once again gameplay is unoriginal as is a less challenging steal from Rare's *Battletoads*.

In short, *The Smurfs' Nightmare* is a professional but – in gameplay terms – somewhat dreary platformer done. Then again, as the PR sheet proudly boasts *The Smurfs' Nightmare* is one of the first titles exclusively for the Game Boy Color: Point of fact, the game does look pretty good with a very clean, effective look which exploits the 56 colour palette to be inarguably colourful, albeit in a restrained easy on the eye fashion which never interferes with gameplay. The soundtrack is, well, appropriate to the game's title which is about all you can ask: upbeat and cheerful but thankfully not hinting at any of their 'hit' singles.

To conclude, *The Smurfs' Nightmare* is one of the few titles I've seen which has English as a third language – behind French and German. The PR sheet suggests that – like Plastic Bertrand – this is a Gallic export even its makers don't expect to do too well over here, even if kids might initially prefer its bright colour over much superior, but monochromatic Game Boy offerings.



▲ Hefty Smurf uses a hubble to rise above an enemy and some deadly cracked egg shells... the horse, the harvest!



▲ Collect enough Sasparrilla Leaves and Hefty Smurf can jump even higher.



REVIEWS: THE SMURFS' NIGHTMARE





# V-RALLY CHAMPIONSHIP EDITION

**WHAT SORT OF** games do you associate with the Game Boy Color? 2D platformers? Shoot-'em-ups? Puzzle games? One genre that you probably don't think of immediately is racing games. After all, the size of the Game Boy Color screen and its fairly limited processing power in this age of high-powered PCs and next-generation consoles doesn't really lend itself to producing exciting car games, does it? Well no, at least, not until now.

V-Rally first appeared on the PlayStation where it met with resounding success. It has since made an appearance on both the M64 and PC and now it's the turn of the Game Boy Color to get the Infogrames rallycross treatment.

V-Rally Championship Edition is a one-player racing game which lets you race a number of powerful rally cars across ten different tracks in and around Europe. Each track has different scenery and - more importantly - different surface conditions which can affect the performance of your car and thus make it essential that you choose the right vehicle. Basically if you've played V-Rally on any other format then you'll know what to expect.

In fact, V-Rally Championship Edition is very reminiscent of racing games on the old 8-bit systems like the ZX Spectrum and the Commodore 64. The fairly simple track basically rolls past the car, charging helpfully to indicate hills and ditches as you barrel round the various different landscapes.



▲ These three modes greet you as you switch your trusty Game Boy Color on - Arcade mode is our fave. It's fast, furious and a lot of fun!



**PRICE** £29.99  
**PUBLISHER** Infogrames  
**RELEASE DATE** Out now  
**GENRE** Racing

**GAME BOY SCORE**  
**90%**



▲ Each track has its own special title picture. Obviously New Zealand is a land of large hills, trees and calm waters!



▲ Whew! The co-driver didn't warn you about that pothole in the middle of the road. Of course. In real life this would be the end of your race.



▲ The graphics are about as good as they can get on the Game Boy Color - the tracks look up and down and objects get larger as you get nearer.



▲ As the large letters suggest - GO! Catch up the car in front!



▲ There are cars for the French to drive...  
▲ ...and cars for the Japanese - what about a Ford Cortina?

The cars themselves are outstanding. They're big, very well animated and give the game a real racing 'feel'. The varied track conditions make the game more interesting and there's a definite feeling of speed when you're playing.

V-Rally Championship Edition is an extremely good game. Despite the limitations of the technology Infogrames have turned out a very polished product which plays well and is surprisingly addictive. Gameplay-wise this version is as enjoyable as the PlayStation incarnation and beats the rather disappointing M64 offering hands down. V-Rally Championship Edition is quite simply the best racing game on the Game Boy Color to date.



# RUMBLE RACE



▲ Unlike the N64 version of Top Gear Rally the tracks aren't really that exciting. This lends is one of the highlights for example!



▲ The size of the cars just doesn't give you any feeling of really taking part in a rally. Even for the Game Boy Color this is a little dull.



▲ Just look at that long, straight road stretching off into the distance... hardly the sort of thing you see in real Rally Cross. Is it?



▲ Here's something you don't see very often - another car! Rest assured it'll be gone before you know it.

**RUMBLE RACE** Top Gear Rally is the second rally game to appear on the Game Boy Color, although not by much it coming hot on the heels of V-Rally Championship Edition.

Unfortunately Top Gear Rally fairly pales in comparison to the Infogrames game, for a number of reasons.

At first look both titles are very similar. Both employ the same style of animation with a stationary car and a track that moves past, rising and dropping to indicate hills and jumps. However while the tracks in V-Rally are quite varied and interesting, the ones in Top Gear Rally could best be described as 'long and boring'.

While V-Rally has gone for large, detailed cars, Top Gear Rally has instead chosen to go with small, 'super-deformed' ones. As a result what you actually get on screen looks like nothing so much



▲ When you compare this screenshot to the V-Rally one on the preceding page you can see just how good V-Rally is!

as a mishapen blob which might be a car but doesn't give you any sensation of actually driving one. And as for speed... Top Gear Rally is just too slow. The cars accelerate far slower than the ones in the Infogrames game and although there are other, faster, hidden cars to be unlocked there's just no incentive to search for them.

Even the sound in Top Gear Rally is inferior, the engine effect being a high-pitched repetitive noise which bears as much resemblance to a race-tuned rally engine as it does to demented car alarm.

Although Top Gear Rally is a far inferior rally game when compared with V-Rally, it does have the redeeming feature of a two-player link-up mode. If only the game itself was more exciting. As it is you probably won't be able to find anyone who will want to play it with you, bearing in mind that you both have to have bought a copy of the game.

What might have made Top Gear Rally better and maybe given it a bit of an edge was the fact that it's the first Game Boy Color rumble pak game, the 'rumble effect' having been actually built into the game cartridge. Sadly the rumble is irritating more than it is stimulating and does little more than make an awful lot of noise. You get better vibration from a pager.

If you're after a rally game for the Game Boy Color, give Rumble Race Top Gear Rally a miss, grab a copy of V-Rally Championship Edition instead. There's just no contest.



**PRICE** £29.99  
**PUBLISHER** Nintendo  
**RELEASE DATE** Out Now  
**GENRE** Racing

**GAME BOY SCORE**  
**55%**

## GAMES FROM YESTERYEAR ON YOUR GAME BOY!

# ARCADE

**WHEN IT** comes to playing arcade classics from the 80s, the Game Boy has been dealt a pretty poor hand compared to many other formats such as the PlayStation. We've already reviewed Centipede, Frogger and Breakout in the last issue, but the floodgates are ready to burst open over the coming months. Midway, Capcom, Namco, Konami, Activision and Nintendo prepare a diminutive digital assault

on our senses with some absolute gems from the halcyon days of gaming. Remember, this was when graphics played second fiddle to gameplay and you chuckled ten pence into a coin-op instead of a quid.

So why don't you sit back and relax as we take you through our special feature heralding every new release for your own personal slice of retro-gaming heaven – all in glorious Game Boy Color!



### MIDWAY

**MIDWAY HAS BEEN RESPONSIBLE FOR SOME CORKERS, HERE'S THEIR NEW BATCH OF ARCADE GREATS...**

Can Paperboy deliver? There's no reason why a perfect arcade copy can't be pulled out of the bag!

### Paperboy

A huge hit in the arcades of the 80s, Midway has modified this paper throwing game into a great little cart. It features the same forced perspective view as you peddle like crazy along increasingly convoluted streets and parks to deliver the daily news. Make sure you deliver the absolute minimum number of papers or the angry residents will cancel their orders. Get the papers delivered while dodging the likes of potholes, kids and cars.

**Game category:** Arcade  
**Players:** 1-2  
**Link cable:** No  
**Release:** Autumn

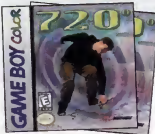


Grab serious air on the half-pipe park in 720°. Improve your chances by buying new pads, boards and other equipment.

### 720°

Ride the tarmac in this faithful conversion of the arcade smash. Avoid rival skaters and traffic in Skate City on your way to four skate parks. The only way into these parks is by collecting tickets, but don't hang around too long or swarms of angry bees will chase you. Once inside a park you can show everybody what you're made of by skating the downhills, half-pipes, slaloms and ramps to gain medals, points and a bigger ego! 720° – the only game to offer street cred on the Game Boy Color.

**Game category:** Arcade  
**Players:** 1  
**Link cable:** No  
**Release:** Out now



### ARCADE HITS: DEFENDER/JOUST

**Game category:** Compilation  
**Players:** 1-2  
**Link cable:** Yes  
**Release:** Out now

A real arcade classic and the inspiration for many of today's top shoot-'em-ups.

### Defender

If arcade games were regency, defender would be king. Undoubtedly one of the defining moments in gaming history, it pits you against a hoard of invading alien mutants, landers, balers, pods, bombers and swarms, who're trying to abduct helpless human inhabitants. Your only form of defence is a ship armed with a single laser and limited smart bombs and a hyperspace facility. Most of the fun derives from the frantic blasting action, need for lightning reactions and the increasing ferocity and speed of the aliens as you progress through the levels. The catalyst for hundreds of shoot-'em-ups and a true classic.

**It's surreal and simple. Stay alive by knocking rival jousters and other strange creatures out of the air with a javelin.**

### Joust

As a knight of old riding atop a giant bird of prey, you have to knock your opponents with nothing more than a javelin. Duelling in mid-air is just one of the objectives while trying to keep your ride as it passes over cliffs and lava pools. In later levels bombers, hunters, lava trolls and screeching pterodactyls will try to knock you off into oblivion. In the Game Boy Color version you can go head-to-head thanks to the inclusion of a link cable option. Just hook it up it and you're ready for some egg-smashing, javelin poking fun!



### ARCADE HITS: SPY HUNTER/MOON PATROL

**Game category:** Compilation  
**Players:** 1  
**Link cable:** No  
**Release:** Out now

Take to the roads and become a demon driver as you blow away everything in your path.

### Spy Hunter

Midway's second double pack features another favourite here at the Game Boy Color office – Spy Hunter. In what looks like being a faithful conversion of the highly acclaimed original, players take on enemy agents with an assortment of top-secret weapons! As you tear up the roads in a turbo-charged sports car machine guns, missiles, smoke screens and oil slicks all play an important role in this high-speed espionage racer. Danger is around every corner and it's not only the roads that are treacherous. Before long, you've dumped your car for a before long and have to fend off attackers from the water and from above. Bring on the enemies! Keep an eye out for the deadly Switchblade, Road Lord, Doctor Torpedo and the Mad Bomber – but miss the weapons van at your own peril!

Prepare for some buggy nights as you negotiate massive craters, alien UFOs and other ground-based targets in this six-wheeled off-road action!

### Moon Patrol

For lampooning lunar madness, Moon Patrol is hard to beat. Navigate a bouncing, weapon-laden buggy across the vast open surfaces of the moon while leaping giant craters and avoiding huge rocks that threaten to smash you right to smithereens. Steering the buggy is just part of your task though, because the threat from the skies is even greater. Pesky UFOs dance around your craft and bombard you relentlessly and ground patrols try their utmost to stop you reaching your goal. As if that wasn't enough, crater aliens leap out at the most inopportune moments and the clock is always ticking as you race through 26 different checkpoints, encountering increasingly hostile terrain the further you get.



A Spy Hunter has many gaming fans around the world – it's a classic!



A They're all coming back to haunt us the arcade games from the grave!



A There's nothing quite like a simple shoot-'em-up to take away the stresses of the day.



## CAPCOM

**FOLLOWING CLOSELY IN MIDWAY'S WAKE IS CAPCOM - THE ARCADE SPECIALISTS WITH A STRING OF HITS LONGER THAN ALMOST ANYONE!**

Wipe out wave after wave of incoming planes and ships in this power-up extravaganza, featuring loop-the-loops and a link-up option.

## 1942

A massive hit in the arcades and on the Super NES, 1942 is a simple, but madly addictive, vertical shoot-'em-up. It's pure, unfettered blasting action and instantly accessible to one or two players via the link cable.

Take to the great blue yonder dodging the swarms of enemy planes, pulling off loop-the-loops and picking up power-ups to increase fire power. Stuffed into this official version of the original are 32 levels of plane-busting mayhem.

On later levels, battleships and smaller water-based craft attempt to take you out, but the pike de resistance is the end of level boss planes, which require more than a light peppering to take out.

**Game category:** Shoot-'em-up  
**Players:** 2  
**Link cable:** Yes  
**Release date:** November

Seven levels of intense platform spookiness await any knight brave enough to take on the hoards of undead zombies, ghosts and ghouls in this arcade classic.

## Ghosts'n Goblins

Long before Capcom scared punters with the horrific Resident Evil, there was Ghosts'n Goblins - a simplistic sideways scrolling platform romp which featured (for the time) state-of-the-art visuals and an excellent soundtrack. In 1986 it was NESed from the arcade to the Super NES, now a decade later the next generation of gamers can sample the delights of the tough, but ultra-playable platformer. Players control the heroic Sir Arthur as he embarks on a quest to save his girlfriend through seven levels of zombies, gargoyles, flying demons and plant ogres. Can he survive the journey through the haunted countryside and outwit the fiendish traps and enemies? To aid him in his adventures, he can collect money, weapons, health, powerful armour and other pick-ups, so he's got more than a fair chance of success.

**Game category:** Shoot-'em-up  
**Players:** 1  
**Link cable:** No  
**Release date:** November

Take on 13 of the most deadly fighters in this amazingly-accurate version of the arcade classic.

## Street Fighter

### Fighter Alpha:

The entire Street Fighter series has a massive following and that is set to be extended by the release of Street Fighter Alpha on Game Boy Color in the Autumn! All of the moves and attacks such as Super Combos and Alpha Counters will make it, as will 13 of our favourite characters (ten standard and three secret). You can Li, Ken and Ryu all make the cut. As you can see, the graphics look excellent and we expect the action to be slick and smooth too. In addition, a training mode allows players to hone strategies and combos. Best of all though, will be the ability to link up for some two-player knuckle-splitting action with a friend. Wow!

**Game category:** Beat-'em-up  
**Players:** 1-2  
**Link cable:** Yes  
**Release date:** November

## NAMCO

**LIKE CAPCOM, NAMCO HAS A LONG TRADITION OF BRILLIANT ARCADE GAMES. LET'S HAVE A LOOK AT WHAT'S NOT TO TROT AS FAR AS RETRO-GAMING IS CONCERNED.**

Control Namco's infamous yellow pill-gobbling critter as he negotiates fiendishly fierce mazes to outwit the evil ghouls.

## Pac-Man:

### Special Color Edition

To coincide with the 20th anniversary of Pac-Man's original release in 1979 (heck, is it that long since?), Capcom have decided to release two titles. The first of these is Pac-Man: Special Color Edition. The original is one of the best selling games ever for the Game Boy and this version throws Pac's pill-gobbling antics into colour for the very first time - it looks identical to the arcade game! Success depends on memorising every maze, but it soon gets tough and a photographic memory definitely helps!

Included in the package is a Tetris derivative called Pac-Attack, so you can't say you're not going to represent good value.

**Game category:** Arcade  
**Players:** 1  
**Link cable:** No  
**Release date:** July



Ms. Pac-Man comes with Super Pac-Man built in - a zoomed-in version of the original classic.

## Ms. Pac-Man:

### Special Color Edition

The second title to celebrate Pac's 20th anniversary, Ms. Pac-Man is another complete arcade game designed specifically for the Game Boy Color. Scoring slightly improved graphics, more colours, a bit of lipstick and a bow it's essentially more of the same.

There are more fiendish maze layouts than the original game, but Namco have managed to keep the game fast and fun. As with Pac-Man: Special Color Edition there's an extra game bundled with the package - Super Pac-Man. In this version gobbling up certain bonuses increases Pac's size and speed when chasing the scared ghosts. All of the action is zoomed in as well, so again this pack looks like great value.

**Game category:** Arcade  
**Players:** 1  
**Link cable:** No  
**Release date:** September

## KONAMI

**KONAMI HAS ONLY ONE ACE UP IT'S SLEEVE, BUT IF INTERNATIONAL TRACK & FIELD PROVES TO BE A SUCCESS YOU KNOW HOW MANY FANTASTIC TITLES FROM ITS EXTENSIVE BACK CATALOGUE WILL MAKE IT TO OUR BELOVED LITTLE HAND-HELD?**

Ten gruelling events await Game Boy Color armchair athletes in Konami's all-time classic.

## International

### Track & Field

Are you ready to strive for that illusive gold medal? We can't wait for the specially designed conversion featuring ten events and the guarantee of sore fingers and thumbs! Konami's all-new International Track & Field should let everyone who beat the original a whole new decade challenge.

In true Olympic style players must heave the shot put, jump with a pole vault, throw the discus, run the 100 metre sprint, jump the long jump and do many, many more gruelling events to come out on top. You can even create an athlete in the all new 'Success Mode' and then put them through two years of intense training until they qualify for the State, Country and ultimately, the World Championships.

**Game category:** Sports  
**Players:** 1  
**Link cable:** No  
**Release date:** TBA

## NINTENDO

**AS YOU'D EXPECT, THE MIGHTY NINTENDO AREN'T EXACTLY SHIRKING THE RETRO BAND WAGON DUTIES AS THESE TWO SUPERLATIVE TITLES DEMONSTRATE.**

All-new levels, three different camera angles and specifically designed two-player levels look set to make Bionic Commando an instant classic (again!)

## Bionic Commando

There's one aspect of Bionic Commando that sticks in the mind if you've played the original and that's the way you swing around each scrolling level and platform using a titular appendage. Put simply, it's great fun and we hope that the gameplay has been translated perfectly by Nintendo. The good news is an entire set of new levels, weapons and bosses have been designed to work specifically on Game Boy Color and the game features three new camera angles and new two-player options.

**Game category:** Platform  
**Players:** 1-2  
**Link cable:** Yes  
**Release:** TBA

Legions of genetic mutations await players in this brilliantly playable shoot-'em-up. Have you got what it takes to destroy everything the Bydo system can throw at you?

## R-Type DX

Irem's original sideways scrolling shoot-'em-up was the first game to feature grotesque biologically engineered mutant creatures and a brilliantly conceived new weapon system allowing you build up a powerful charge before unleashing it on enemy ships. Now you'll be able to blast alien slime and avoid heavy doses of incoming plasma death by playing five (count 'em) R-Type games in a virtual museum.

Players can experience R-Type or R-Type II in the original black and white format, or play colour-enhanced versions. The new, R-Type DX, combines the first two for some of the most intense blasting ever seen on a Game Boy. Expect power-up heaven, massive oozing bosses and infinite continues (you'll need 'em!)

**Game category:** Shoot-'em-up  
**Players:** 1  
**Link cable:** No  
**Release date:** June

**SO WHAT DO YOU THINK? THERE ARE SOME TOP ARCADE CONVERSIONS COMING TO GAME BOY COLOR OVER THE COMING MONTHS - AND THE GREAT THING IS THAT YOU DON'T HAVE TO KEEP PUTTING COINS IN!**



A The arcade version of Bionic Commando is still one of the best around.



A The R-Type games are famous for their ingenious power-ups and non stop blasting!



A With five games in one pack you're guaranteed value for money.



**YOUR WORST NIGHTMARES ARE ABOUT TO BEGIN!**

# RESIDENT EVIL



▲ Finally, our intrepid hero finds time to take a leak. It's the only break he'll get against the armies of the undead.



▲ Moving certain objects sometimes just sometimes reveals hidden secrets. Mmm, that statue looks interesting. What if I...



▲ It's amazing how Capcom are managing to stuff so much detail in - in this slugging 3D intro Resident Evil. It's a minor misadventure.

## OH BOY! OH BOY!

Never in our wildest dreams (or should that be nightmares) did we envisage that the mother of all horror games, *Resident Evil*, would money-on-over to our humble handheld box of tricks. We know what your thinking - "It's a platform game, right?" Wrong! The Game Boy Color version has been developed entirely in 3D for an action adventure that'll leave you quaking under the bed sheets and clutching your teddy! There's not a sideways scrolling pixel-perfect ledge in sight - this is the real deal, directly translated from the gore-tastic PlayStation Original.

How have they achieved such an improbable task? Well for starters, it's being coded in good old Blighty by Hudson studio, but for the uninitiated, who haven't seen or heard of the legendary game, a few words of warning - *Resident Evil* isn't for the faint hearted. Set within the confines of a secluded country mansion on the outskirts of Raccoon City it centres around the hideous consequences that unfold as a result of a group of mad scientists conducting government-funded experiments with bio-technology (see Indiana or what?) Any self-respecting fars knows what happens in every cheap horror flick? Before you can say "Glistening glib-steaks," hundreds of flesh-hungry zombies are coming at you from every angle. One thing's for sure, it's going to take more than Dymo-Rod and the local rat catcher to get rid of this particular breed of pest.

This sounds like a job for S.T.A.R.S. (Special Tactics And Rescue Service) and wouldn't you just know it - you're part of the team. You get to play as either Chris Redfield or Jill Valentine both adept at different skills, but they're pretty well matched and you'd better have the reactions of a cat on a hot tin roof to fend off the undead fiends. It's a question of survival and the ammo is pretty limited too, so hang onto those precious rounds.

We've got to take our collective hats off to the developers, because how they've conjured up the room to squeeze all of the original

pre-rendered backgrounds and all the original characters onto a monstrous 4 Mbyte Game Boy Color ROM is nothing short of miraculous. Don't worry about losing any data when you switch off either, because a novel pause/save feature has been developed allowing players to keep the game paused, while the power is off. There's far more to *Resident Evil* than cutting a swathe through the ranks of relentless mutants (although we're the first to admit, this is the best part). Solving puzzles, disarming traps and discovering secret areas are vital to the cause if you are to survive.

The gore content is our only worry, in that we hope that there's bucketfuls of the stuff! After all, this is what sold the original and we hope that the powers that be at Nintendo realise where the appeal lies. We'll keep the lights dimmed and the doors bolted until the full review, but rest (un)assured, *Resident Evil* is set to be a monster hit. Don't have nightmares...



**GAME BOY COLOR**  
**RESIDENT EVIL**  
PUBLISHER: Capcom  
RELEASE DATE: October  
GENRE: 3D Action Horror

**FAR FROM TURNED INTO AN EXOTIC PAIR OF WINKLE-PICKERS, THE BOISTEROUS REPTILE IS BACK!**



▲ New Gobbos tribes consist of Sallor, Cava, Noedil and Luca. Complete all your goals and secrets however, and a secret village appears.



▲ There's going to be absolutely stacks of things to do in each village including houses to fight and secret levels to explore.



▲ Learns through conversation what Croc needs to do to succeed as the Gobbos are willing to help you out most of the time.



▲ Croc walks like an Egyptian in this distinctly sandy environment.

**CROC** - the mono-toothed, mischievous young crocodile, with eyes so big he could have started in a Manga cartoon and spawned a whole new range of fluffy toys, makes his second appearance on Game Boy, only this time he's in glorious Game Boy Color. He may not be sporting the all-round lush 3D of his PlayStation cousin, but the side scrolling action looks crisp, smooth and contains many of the features found on more powerful systems, as we'll explain later.

Expanding on the original storyline of Croc, the adorable scaly critter is trying to discover the whereabouts of his long lost parents. On his way to Gobbos Island, Croc bumps into old friend and arch nemesis Baron Dante, who has been up to his old tricks again scaring the Gobbos. This time he's kidnapped all the Gobbos Kings, so while Croc's preoccupied with finding his parents, he agrees to help save the Kings by revealing hidden secrets and clues. Perhaps the grateful Gobbos will help you in return.

This time around, there are four resplendent new Gobbos tribes plus a secret village to save, but this area can only be opened up once the first four have been completed. In total we can look forward to 40 levels of play, and this time you'll get to communicate with Gobbos throughout - although they sound like a speeded up version

of Cousin It from The Adam's Family most of the time.

A sequel wouldn't be a sequel without a range of new moves and abilities, so it'll come as no surprise that Croc 2 features a boost triple jump, power flip, hanging, Crocgy paddle and rope swing. He's obviously been down to the gym such is his new found athletic ability. During this exciting new adventure Croc gets to race in a go-kart, flies a hang glider, jets around in a speed boat, hangs on for grim life in an Indiana Jones-style mine cart and takes in the majestic vistas around him in a hot air balloon. He's quite a guy this little crocodile! This time objects can be hurled around the screen to discover hidden clues, besides being able to leggit along pathways and scurry below ground for a few subterranean adventures. By visiting shops at certain stages, you'll also be able to trade any crystals you've picked up along the way for extra power-ups and bonus items such as Gummi jumps - these basically allow Croc to leap high into the air where previously inaccessible areas can be reached. Best of all are the brand new bosses who aren't gonna let you by without a fight. Our favourite is Sovereign the spail, who actually quite fancies Croc, but she's got a funny way of showing it! One thing's for sure, Croc will have his paw full in this new adventure, but with so many new features, our guess is you'll snap it up after our review next issue.



**GAME BOY COLOR**  
**CROC 2**  
PUBLISHER: Fox Interactive  
RELEASE DATE: June  
GENRE: Adventure

## TAKE A WALK ON THE WILD SIDE!



## STREET FIGHTER ALPHA

FULL  
COLOR

**STREET FIGHTER ALPHA**  
PUBLISHER Capcom  
RELEASE DATE Summer  
GENRE Beat 'em up

**IT'S CRUNCH TIME** as the most famous beat-'em-up of all time hurtles onto Game Boy. And the stunning news is Street Fighter Alpha features all of the moves and combination attacks such as Super Combos and Alpha Counters that we all loved in the arcade original. And judging by the screenshots a pretty decent graphical representation too. Cast into various arenas throughout the world against some of the most lethal opponents imaginable



players are going to need every iota of cunning and skill to best old favourites like Chun Li, Ryu and Ken.

**Hadoken!**

Crammed into one cartridge are 13 of the most popular characters (ten main plus three secret) which need to be unlocked. There's a training mode too, where you get an opportunity to hone those multi-hit combos and strategies. The fact that such an enormously graphics-heavy arcade hit loses a bit of oomph in the translation is inevitable, but UK developer Crawford Interactive has appeared to be working minor miracles to ensure the bawky essence of Street Fighter Alpha comes on Game Boy Color. We'll deliver the knockout review in the very next issue.



▲ Expect totally fluid animation with ten fighters (plus three secret characters) to choose from.

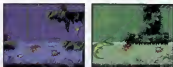


▲ The training mode allows players to try out multi-hit combos and devise a few strategies.

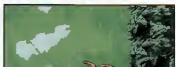
## TARZAN KING OF THE INTERACTIVE JUNGLE!?



**TARZAN**  
PUBLISHER Disney Interactive  
RELEASE DATE TBA  
GENRE Platform



▲ Sometimes your only means of escape is dangling precariously above you.



▲ A croc at one side and a puffin fish at the other. How do you escape?

**PULL ON** your loin cloth for the most dynamic vine swinging platform antics this side of the Amazon! Tarzan, the star of Disney's summer blockbuster, is swinging its way along with a whole host of friends to a Game Boy Color near you for a brand new action-packed platform adventure. Players can take the role of many of the characters from the film, including the titular modelling hero himself (aged five and as an adult), Terk the ape and Tantor the elephant.

As you can see the graphics are cute and crisp and the game scrolls in various directions capturing

many of the film's lush environments as you grow from screaming tot to a fully fledged adult; you develop new skills and abilities that should help you to confront and defeat everything that the jungle can throw at you. Tarzan can jump, climb, swim, fight with a spear, ride on a stalk, charge through the jungle atop an elephant and (naturally) swing on vines. With 16 levels in total we'll have a full review when the stalk drops it off next month.

## WARNER BROS. CARROT CHOMPIN' CAVALIER HARES ONTO GAME BOY COLOR!

## CARROT CRAZY

FULL  
COLOR

▲ Carrot Crazy promises more than two extra bonus levels.



▲ Aren't the graphics gorgeous? There are over fifty colours used in-game.



▲ The game is totally backward compatible with the old Game Boy units.



▲ Password options allow players to resume play at specific points.

**BUGS AND LOLA** have gone carrot crazy searching for veggies nicked from their back garden. Playing as both characters, you inevitably come across all the Warner favourites: Daffy Duck, Yosemite Sam, Marlon the Martian, Elmer F. F., Fudd and the hairy whirlwind Tasmanian Devil. Carrot Crazy should be classic side-scrolling action portrayed with all the verve we've come to associate with the cartoons themselves and it's set over 15 levels with a few bonuses stages thrown in too. There are five distinct worlds: Treasure Island, Looney Town, Taz's Zoo, the Spaceship and Elmer's Forest.

As Bugs, players burrow into the ground, fly temporarily using his ears and use a mallet hammer for protection. Although weaker, Lola can jump higher and further and use an umbrella to float down to Earth. Her means of attack is a

rolling pin - so keep outta the kitchen! Bugs should look better than ever as the game is displayed in 56 colours and the game is even backward compatible with black and white Game Boy units. We'll get da wabbit for a full review next month. You'd be crazy to miss it!



▲ Bugs and Lola have different skills and can swap between them.



▲ If things get too much you can always rest under a palm tree!



**CARROT CRAZY**  
PUBLISHER Infogrames  
RELEASE DATE Out now  
GENRE Platform

## LUCKY LUKE ARE YOU FEELING LUCKY... LUKE?

FULL  
COLOR

**HOWDY PARTNERS!** saddle-up for the comic escapades of Lucky Luke, a new adventure from Infogrames. Outlaws and desperados are on the loose following a daring jailbreak - we're talking Billy The Kid, Jesse James and the Dalton brothers and it's up to you to prevent these miscreants from wreaking havoc on settlers and other law-abiding citizens in the wild west. Featuring 12 horse-drawn levels, Lucky Luke is the first cowboy game to appear on Game Boy Color.

Expect 60 screens including stagecoach rides, train chases, buffalo stampedes and tornado

alerts plus a clutch of bonus levels when you complete special tasks. With only his trusty steed, Jolly jumper and a bandoleer-full of hot lead, Luke will even find himself shooting the roaring rapids of a huge river, besides adventuring over rolling prairies. Players will have to master the gun-slinging skill of hitting targets by ricocheting bullets off objects and interact with other characters to gain clues. We'll ride off into the sunset to bring you a review soon.



▲ Gain access to secret areas by completing specific tasks for people.



▲ Ricochet hurls off various objects to apprehend villains. Easy as apple pie!



▲ Three difficulty settings and 12 levels await Luke as he rescues the Wild West.



▲ French company Infogrames certainly knows how to create a fun little game!



**LUCKY LUKE**  
PUBLISHER Infogrames  
RELEASE DATE Summer  
GENRE Platform

PLAYING  
TETRIS CAN  
TURN YOU INTO  
A MANIAC!



# MOTORCROSS MANIACS 2

## GAME BOY

veterans among you will remember *Motorcross Maniacs* – a fun motorbike racing game with small but perfectly formed bikes and some challenging courses. Well Konami have chosen to bring the game bang up to date with an all-colour version.

There are ten courses to conquer in this updated game covering sand dunes, timber towers, dirt tracks and including some crazy loop-the-loops. The graphics now take full Game Boy land – this sequel is set to ignite those fires all over again!

colour palette and the programmers have gone all out for interactivity. In this new game you can create and edit your own courses, change the number of laps to race and compete against a special ghost ride, which is in fact you in your previous race! Two-player games can be even more fun with a link-up cable and there are many hidden courses to uncover for real pros.

The original *Motorcross Maniacs* was a cool game, and still has many fans in Game Boy land – this sequel is set to ignite those fires all over again!

GAME BOY  
NINFO



**MOTORCROSS MANIACS 2**  
PUBLISHER Konami  
RELEASE DATE TBA  
GENRE Arcade



**A** Game Boy fans who are of the older generation (I'm trying to be polite here) will remember the original *Motorcross Maniacs*.



**A** Some of the jumps are truly death-defying! You really get a great sense of speed as you control the small bike.

GAME BOY  
NINFO



**MOTORCROSS MANIACS 2**  
PUBLISHER Konami  
RELEASE DATE TBA  
GENRE Arcade

# MAGICAL TETRIS CHALLENGE

**WE ALL** know and love *Tetris* – but what if Capcom make it magical? Would that make the game even more popular? Well their definition of 'magical' is to throw a few Disney characters into the pot and shake the game up a bit. Mickey, Minnie, Donald and Goofy are all here, but don't make much of a difference to the classic gameplay of *Tetris*.

This is no basic *Tetris* clone though – there are seven different versions of the game in *Magical*

*Tetris Challenge*. *Magical Tetris*, *Up-Down Tetris*, *Towering Tetris*, *Harmony Tetris*, *Task Tetris*, *Signal Tetris* and *Fill-the-Gap* will all keep *Tetris* fans on the edge of their seats for ages. There are also three modes of play: *Quest*, *Game Collection* and *2-Player* so the options are varied.

For all the modes of play and options though, underneath it all this is a cutesy version of the world's favourite game. It should be reaching a shop near you in time for the Christmas rush, so if you haven't already got a colour version of *Tetris* – this could be an ideal Christmas present to yourself!



**MAGICAL TETRIS CHALLENGE**  
PUBLISHER Capcom  
RELEASE DATE Christmas  
GENRE Puzzle

**A** It's *Tetris* – but not as we know it. Mickey and his pals are here to spruce things up!

**A** There are many versions of the classic game hidden away.



THE SEXIEST  
WOMAN IN  
COMICS SUFFERS  
DÉJÀ VU!

TOTAL GAMES GUIDE TO  
GAME BOY  
HTTP://TOTALGAMES.NET  
COLOR

# CATWOMAN



**A** She flies through the air with the greatest of ease – and she's got who lives so it doesn't matter if she falls!



**A** This is as sexy as lead characters get on the Game Boy Color – make the most of it!

**COMIC FANS** will go wild for the new *Catwoman* game being developed by Kemco as it stars all the favourites from the popular DC Comics strips and obviously headlines with "the sexiest woman in comics". The *Game Boy Color* game promises to be a whole new kind of action adventure with easy and intuitive gameplay. Back in reality it's more likely to be a platform game with a few innovative twists – but it should still be great fun to play.

The levels are long and detailed with intricate weavings of ladders, platforms and pipework. *Catwoman* gets to show off many of her unique skills – she can swing on her whip, leap large gaps and of course always lands on her feet. With nine lives to get through, she's always ready to fight on



another day. There's also a password option at the end of each section, making *Catwoman* ideal for pick up and play sessions on the bus.

*Catwoman* is the latest in what looks like it's going to be a long line of female videogame heroines. Lara Croft started the show and now with *Xena the Warrior Princess*, *Catwoman* and *Ms. Pac-Man* (okay, that's pushing it a bit) it looks like the girls have at last come out to play!



**A** *Catwoman* is a traditional platform game – but we just can't get enough!

GAME BOY  
NINFO



**CATWOMAN**  
PUBLISHER Kemco  
RELEASE DATE September  
GENRE Platform

# DÉJÀ VU

**GRAPHIC ADVENTURE** games come to *Game Boy Color* – graphic adventure games come to *Game Boy Color* – phew, sort of déjà vu a strange thing? Thinking you've been somewhere or done something before – it sends shivers up your spine! This Kemco developed game should be anything but déjà vu when it has two separate episodes of a story to tell, and it's the first graphic adventure game to appear on the *Game Boy Color* too.

This kind of 'point and click' adventure was all the rage back in the 8- and 16-bit home computer



days but died out with the advent of the joystick and fast paced arcade games. Now the genre makes a welcome return. *Déjà Vu* puts you in the shoes of Private Eye Ace Harding as you try to fathom out a mystery of murder and suspense. Each scene is packed with clues and objects that you can interact with using the keyboard down the one side of the screen, then pointing at the object in question. A notepad pops up on the screen and gives a detailed rundown of the location, and hints at what you should do next without ever going too much away. There are 20 characters to meet, 80 clues to discover and plenty of surprises in store. If you've got fast enough reactions and the mind of a detective – this could be right up your alley!

**A** This is you – Ace Harding, the hero!

**A** Each location has a lengthy description.

GAME BOY  
NINFO



**DÉJÀ VU**  
PUBLISHER Kemco  
RELEASE DATE November  
GENRE Adventure



DING DONG  
BELL, THE  
FARMER'S IN  
THE WELL!BABE AND  
FRIENDS

**AFTER TWO** Hollywood movies it was inevitable that someone was going to persuade Babe the plastic... er, valiant pig to star in a videogame. In a rather bizarre storyline, Farmer Hoggett - Babe's master and mentor - has fallen down a well and it's up to Babe to raise some money and save the farm, so off to the city he goes.

Of course, it's not quite as easy as that, because the plucky pig has to negotiate 60 different puzzle-filled levels that contain obstacles such as ice blocks, bales of hay, trampolines and flames - the latter of which will turn our hero into roast pork if he gets too close.

Of course, Babe is no ordinary pig (he's animatronic for starters) and so he's well equipped to handle even the worst that the big city can throw at him. His abilities include the 'ruff' - Babe's imitation sheepdog bark - a remarkable talent for lobbing objects that he finds lying around, the ability to run underneath fences and of course the varied experience of his



**A** Oh dear, Babe has got stuck in the water. Which one of his friends could help him out of this sticking situation?



**A** What will they think of next? A game starring a small pink pig? I demand games for cows, sheep and chickens!

farmland friends all of whom he can call on for help if he needs it. The first Babe film was incredibly popular and even though the sequel wasn't quite up to the same standard there's bound to be many people who will jump at the chance to step into the shoes - or trotters - of Hollywood's most famous pig. Watch out for a review in our next issue!

HELL ARRIVES  
ON THE  
GAME BOY  
COLOR!

## SPAWN



**A** Konami have done a great job in bringing the comic book characters to life in this hot new Game Boy Color game.

the armies of Hell in their coming war against Heaven. The plot then moves forward five years to find Simmons back on Earth with no memory of his previous life and a new name - Spawn.

From here the action heats up as Spawn joins the war between Heaven and Hell with a vengeance, at least until he begins to remember things about his past that start to disturb him. With memories of his wife resurfacing Spawn discovers that the only way to free himself is by killing the one who was responsible for Simmons' death in the first place and he sets out to track the evil Malebolgia down.

With enemies straight out of the comics plus all-new characters and three whole minutes of digitised voice samples, as well as a totally new take on the whole good versus evil thing, Spawn looks very promising indeed.

**NO GOOD** can come from making a deal with the devil, as Lieutenant Colonel Al Simmons finds out to his cost in the new Konami title based on the cult Todd McFarlane comic strip, Spawn.

Simmons was an elite operative for a highly secretive and incredibly ruthless government agency... until he was betrayed and killed on what ironically he had decided would be his last mission. Upon arriving in hell - for although he's basically a honourable man, Simmons has nevertheless done some decidedly un-Christian things in the course of his work - the luckless soldier is offered the chance to be reunited with his wife if he agrees to lead



**A** Down in the pits of Hell, what would you expect to find? A fiery man of course!

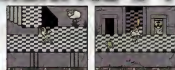


**A** You may have seen similar weapons before - but Spawn promises a few surprises.



**SPAWN**

**PUBLISHER** Konami  
**RELEASE DATE** July  
**GENRE** Platform

EARTHWORM JIM:  
MENACE 2 THE GALAXYHE'S A WORM  
WITH ATTITUDE!

(apparently) Venus flytraps, dune worms and... bounding smiley faces?

To take care of his would-be assailants, Jim has the choice of four different weapons - the Blaster, the Rocket Launcher, the Grenade Launcher and the Plasma Gun. In addition to these he's also equipped with a rocket pack and has a sidekick called Snit who lives in his backpack and can be called on for help when danger threatens - which is fairly often.

Earthworm Jim certainly looks like loads of fun and if it has the same zany sense of humour that the cartoon TV series employs then it should be great fun to play. Just keep an eye out for falling cows!



**ONE OF** the weirdest (and most inept) superheroes ever - Earthworm Jim - is back once again. As usual the universe is facing destruction, this time courtesy of Jim's all-evil Jim. This black-hearted worm has stolen the Inter-Dimensional-Transporter-Of-Doom from the mad Professor Monkey-Fo-A-Head and it's up to non-evil Jim to get the nefarious weapon back before something goes horribly wrong.

Earthworm Jim: Menace 2 the Galaxy contains 12 huge themed levels with contents as diverse as sweet-filled candy stores and man-eating - or worm-eating - plants. You even get to visit Jim's bedroom where all manner of strange things lurk in the dark and dusty corners.

While some games promise the most dangerous bad guys you'll ever meet, this one boasts some of the ugliest enemies ever, including



**EARTHWORM JIM: MENACE 2 THE GALAXY**

**PUBLISHER** Game Entertainment  
**RELEASE DATE** September  
**GENRE** Platform

KONAMI RALLY  
BOY RALLY CIRCUIT!

**UNTIL RECENTLY** there were no Rally games at all for the Game Boy Color. Now there are two out already and another one on the way! Konami Rally promises a 'high amount of vertical movement including hills, dips and more' which frankly doesn't sound that inspiring. However, the game also promises something much more interesting - customisation options. Before each race players will be able to check the track specifics such as weather and terrain,

then purchase appropriate parts for their car in order to cope with what is just around the corner. In addition to this, Konami Rally promises some skill levels and racing in a range of exotic locations throughout the globe.

Konami is keen to emphasise that in this Rally game strategy will be just as important as driving ability with the maintenance and upgrade choices you make heavily affecting your performance. While V-Rally has proven that Rally games can work on the Game Boy Color, Konami Rally - if it lives up to the individual publicity - looks set to take things to the next level.



**A** Objects getting slowly closer? It must be a drifting game!



**A** Some of the roads are narrow - you'll need good driving skills!



**KONAMI RALLY**

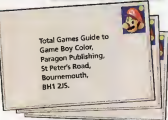


**KONAMI RALLY**

**PUBLISHER** Konami  
**RELEASE DATE** TBA  
**GENRE** Racing



# LETTERS



Total Games Guide to  
Game Boy Color,  
Paragon Publishing,  
5t Peter's Road,  
Bournemouth,  
BH1 2S.



**IT'S JUST  
NOT  
FAIR!**  
Dear TTGT  
Game Boy  
Color

I'm complaining about the TOTAL GAMES GUIDE TO GAME BOY COLOR magazine. On page eight of issue one it says, "Once you have seen the new Game Boy Color in action, it's hard to see how you got that with crappy old black and white." Then on page six it says, "Makes the dull grey Game Boy look so sad." I just can't afford to throw out old ones and buy new ones.  
Adam Avery, aged 10, Lakenheath

Paint taken Adam. The new Game Boy Color is a fantastic little console, but then it is the old black and white Game Boy - and you can pick up the machine and the games quite cheaply these days. There are hundreds, possibly thousands, of great games available for the older Game Boy so don't you fret - keep on playing and stay happy!



**If you've got something you'd like to say about the TOTAL GAMES GUIDE TO GAME BOY COLOR then drop us a line. The best letter printed in each issue will win the sender a free Game Boy Color game - how generous of us!**

## GTA COMING TO GAME BOY?

**Dear TTGT Game Boy Color**

I am writing to you to ask a few questions but before that I want to say that your mag is great, but I missed the first one (oops!)  
1. I went on your web site and where it had the different formats on the left I clicked on the Dreamcast icon and it wouldn't go, but when I clicked on the Game Boy one it went straight away - why?  
2. When is the next issue of Total Games Guide to Game Boy Color coming out because I don't know.  
3. Me and my friends are making a fanzine, could you please give us some tips as you're pros.  
4. Is it the truth, or a rumour, that Grand Theft Auto is coming out on Game Boy Color?



Thank you for reading my letter, and keep up the good work!  
Simon, Anglesey

Good to see someone checking out the web site you can pick up all the latest news, previews and reviews of games for all systems on the Total Games Network ([www.totalgames.net](http://www.totalgames.net)). I can't understand why you couldn't get to the Dreamcast section though, it does work. Never mind - you found the Game Boy section and that's what matters.

You are reading the next issue of the magazine, so there's a draft question really. The one after this should be on sale for 30 September. You need a few pointers for your fanzine! What the main thing is to think about the readers you are writing for. There's no point in being too hard if they're going to be more sophisticated. Equally there's no point getting all serious if it's a bunch of kids you're writing for. Adjust your writing accordingly - we do!

Shock, horror - it is true! Grand Theft Auto is coming to a Game Boy Color near you soon. The boys at BPS have passed on the go-ahead to Rockstar Games, a division of Take 2 Interactive. The Game Boy version is planned for release in America this Autumn, so a release over here for Christmas looks likely!



## STAR LETTER

### STILL STUCK ON ZELDA!

**Dear TTGT Game Boy Color**

Thank-you and your team for publishing the one and only magazine for Game Boy addicts.  
I am a foster carer and have had 30 children sharing my home during the past three years, all Game Boy addicts - I don't when they came, then certainly when they left. We have not when they came, and then thrown tantrums when unable to finish levels, find the secret doors/passages/keys, etc. We have also shared laughter, shouts of glee and improved self esteem when mastering the difficult challenges. Now, with the help of your new mag and the complimentary 'cheats' booklet we can help each other.  
The Legend of Zelda: Link's Awakening, however, is still a mystery to us.  
How and where do you get a shield? How do you head south when the path is blocked? How do you read the library books? Are we just daff, because we just don't know how to get started using the facilities in the village. Help please! Congratulations. Your mag is a sure winner - can't wait for the summer issue. Must dash, go to buy new releases!  
Ms PA Chapman, Leicester



Good to know that our magazine and books bring pleasure to so many people! Ms Chapman! I'm making your letter the star letter for this issue, because you seem like you could do with an extra Game Boy game around the house! As for your Zelda questions - this is pretty basic stuff! To get the sword you must talk with Turley in the house that Link finds himself in at the very start of the game - he will simply give it to you! You can walk south by winding your way through the village. There shouldn't be anything blocking your way if you take the correct route. If you find you're stuck, try another way down. When you get to the shores you will find Link's sword - then be fully equipped to start the adventure. As for reading the library books - you just have to press one of the Game Boy buttons when in front of a book. Hope this helps.

## HEXCITE COMPETITION WINNER

### WINNERS



**HOW HEXCITING!** We have a winner to the Hexcite competition in the last issue of Total Games Guide to Game Boy Color. The answer was that a hexagon has six sides.  
The winner is Sam Calvert of Barnet in Herts. Well done Sam, your brand new Game Boy Color and a copy of Hexcite is on its way to you. Don't worry if you didn't win - try out one of the composites this issue instead!



## PLAYING TIPS

## ALL THOSE SEEKING

the latest and greatest Game Boy Color cheats around... rejoice! We've gathered the biggest codes, sneakiest hints and most exclusive tips from all around just for you. You can join in the fun if you've got some hints and tips of your own. Send them to us and we'll give you the credit! The address is... **Playing Tips, Total Games Guide to Game Boy Color, Paragon Publishing Ltd, Paragon House, 51 Peter's Road, Bournemouth, BH1 3J5**

## The Legend Of Zelda: Link's Awakening

## Breaking The Law

If you fancy getting the bow for free without having to quit out of the game, pick it up in the shop and then run around the shopkeeper anti-clockwise four or five times. If you do it right he'll get dizzy and fall away from the door, at which point you can log in out of the shop! You'll have the bow but your name will now have changed to THIEF and if you enter the shop again, the shopkeeper will kill you!

## Photo Opportunities

Visit the Camera Shop at the base of Tal Tal Heights and you'll meet the photographer. Now if you perform certain actions within the game he'll take a photo of you that you can view by returning to the Shop and looking at the photo album.

- The first time you visit the Camera Shop, the photographer takes your picture. If you keep saying no to his requests, he'll force you to have your picture taken and you'll get a different snapshot.
- When you get Marin, take her to the cliff at Toronto Shores.
- When you get Marin, drop into the well at Mabe Village.
- When you get Marin, visit the Rooster statue in Mabe Village.

- Visit Uliara's house in Mabe Village and stand by the window on the right hand side.
- After returning Bow Wow to the village, stand to the right of the peg in the ground.
- Steal an item like the Bow from the Store in Mabe Village.
- Visit the fisherman under the Bridge in Marthia's Bay again once you've collected the mermaid's necklace from him.
- After getting the magnifying glass, go to Animal Village and enter the house on the far right.
- Go to Kanalet Castle before you have to go there to collect the Golden Leaves and stand in front of the gates.
- After returning the ghost to his grave, visit him again and take a picture.
- At Tal Tal Heights, you have to find a bridge with a bush creature. Kill it before you cross the bridge and the photographer will take your picture.

## Get The Boomerang

The most powerful weapon in the game, the Boomerang is well hidden if you don't know where to look. Once you've got the Magnifying Glass by completing the Trading Game, visit Toronto Shores and find the blocked cave entrance. Blow it open with a bomb and go inside to find a man who claims to have found something interesting. He'll trade it for an item of your choosing - the best thing to give him at this point is the Shoel. Now you'll be able to smash enemies with all powerful Boomarang!



## Top Gear Pocket

## All Cars and Courses

To open up all the cars and courses without playing through the game enter your password as **YQWKH-N** on the options screen.



## All Cars And Gold Trophies

If you really can't be bothered to play any of the game to open the cars and get the golden trophies, enter the code **YQWKH-N** on the option screen and they'll be all yours.



▲ **Using the All Gold Trophies code means that you won't even have to play the game if you want to show off to your mates.**



▲ **Just input the code of your choice and you won't have to struggle through these hard courses any more.**

## Super Mario Bros Deluxe

## Play as Luigi

To play either the Classic adventure or Challenge levels as Luigi, press **SELECT** on the map screen before you enter the level. Press it again to change yourself to Mario.

## Unlimited Continues

To continue where you last died, hold down the **A** button as soon as the Game Over screen appears.

## Play the Japanese Lost Levels

To play the Lost Levels that were only released in Japan you need to beat the Original Game twice without warping. After you view the ending, you'll get to play the game called "Super Mario Bros For Super Players".

## Complete Your Photo Album

To fill up the blank pages in your photo album you have to collect certain criteria in the actual game. Various tasks include killing the enemies (one picture per different enemy you kill), finishing certain levels and finding secret items like hidden mushrooms, beanstalks and fireworks at the end of a level.

## Firework Display

To end a level with a firework display make sure to grab the flagpole by the exit when the timer ends with either a one, three or six. You'll get the same number of fireworks and receive points for each one that goes off.



▲ **Press SELECT when you reach the map...**



▲ **...and you'll be able to play as Luigi instead.**

## Mortal Kombat 4

## Fatality Moves

Perform any of the following moves when you've told to 'Finish Him':

- |          |                   |                              |
|----------|-------------------|------------------------------|
| Fujin    | Raise And Destroy | Forward, Forward, Back       |
| Liu Kang | Fire Blast        | Forward, Forward, Back       |
| Quan Chi | Leg Rip           | Forward, Down, Forward       |
| Raiden   | Shock Explosion   | Forward, Back, Up, Up        |
| Reiko    | Kick Off          | Down, Down, Back             |
| Scorpion | Toasty            | Back, Forward, Forward, Back |
| Sub-Zero | Head Rip          | Forward, Back, Forward, Down |
| Tanya    | Kiss Of Death     | Down, Down, Up, Down         |
| Reptil   | Face Chew         | Hold A, B then press Up      |

(B: You must have entered the correct Kombat Kode **192-234** - to access Reptile before you can play it.)

## V-Rally Color

## Access Medium Arcade Tracks

Go to the option screen and enter your password as **FAST** to unlock all of the Medium skill tracks in the Arcade Mode.

## Access Hard Arcade Tracks

Again, go to the option screen and enter the password **FOOD** to open up all of the Hard skill tracks in the Arcade Mode.



▲ **Entering either password opens a new selection of tracks in the Arcade mode.**



▲ **Some of the later tracks in Hard mode are tougher ones than the earlier ones.**

## Turok 2: Seeds Of Evil

## Password

Level 2: QYUUKVYVVC  
Level 3: TRYLUKVVNN  
Level 4: QYUUKVYVVC  
Level 5: TVZLSRWOLK  
Level 6: QYUUKVYVVC  
Level 7: TRYLSRWOLK  
Level 8: QYUUKVYVVC  
Level 9: TVYNEVBOLV

## Infinite Lives

Go to the password screen and enter **DLYTRKELVS** before starting the game.

## Infinite Energy

At the password screen input the code **DLYTRKELVS** to become invincible.

## Weapons

Enter the code **DLYTRKELVS** at the password screen to have unlimited ammo for all your weapons.

## Good Ending

When you reach the end of the game ignore the incubator containing the dinosaur and instead crouch down beneath the post second nearest it. You'll enter a secret tunnel which you should follow before destroying the computer at the other end with your gun and finishing the game properly.



▲ **Enter an enemy password as you like before you start the game - it's tough as you might need a few.**



▲ **Use this secret tunnel to crawl to the computer beyond the incubator and obtain the proper ending to the game.**

## Power Quest

## National

**Tournament**  
Enter the code to reach the National Tournament with all attacks at Level 2 and a power pack. **ESDQZ DRTY QFYS**

## National Finals

Use this code to have all attacks at Level 2 with a power pack and a healing pack, as well as the chance to compete in the National Finals: **DVNS D2SP**

## All Equipment

To start the game with all attacks at Level 3, a Power Pack, a Healing Pack, a Super Part and 21890 credits, enter this code: **PVVS Q4QC 0140**

## Beating The Arena

## Announcer

Announce your own competing against the Arena Announcer, use the Axe model during battle and do continuous Death Rolls at him. It might take some time but you'll get 1000 credits for your troubles if you beat him.

## Beating The Colosseum

Having trouble beating the Colosseum in the park? You'll find that when you fight him all you can do is jump around? To get over this, visit the shop and get the shopkeeper to paint your fighting model with something that'll help you win the fight.

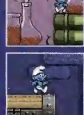


## THE SMURFS' NIGHTMARE



**Hints and Tips**  
**JUMPING**  
By collecting the Sarsaparilla leaves scattered around the levels, your jumping powers will grow. The meter at the bottom of the screen has three sections and each time you collect enough leaves to fill one section up, you'll be able to pull off a better jump. To do this, jump once and then do it again for each section that you've filled – if the whole bar is full, you can do the fabled Smurf triple jump!

**Preventing presents is quite tricky.**



**Always looks before you leap!**



**Floating Bubble** – These are found within boxes. Jump inside one to be able to float up to higher sections of the levels. They run out after a short time though so be careful.



**Magical Potion** – Drink this and you'll be impervious to any enemy attack or dangerous objects. However, you won't be able to stand still so run along while you can!



**Life Potion** – If you're running low on energy, take a quick swig of this and you'll regain one heart of life.

## Hints and Tips

**JUMPING**  
By collecting the Sarsaparilla leaves scattered around the levels, your jumping powers will grow. The meter at the bottom of the screen has three sections and each time you collect enough leaves to fill one section up, you'll be able to pull off a better jump. To do this, jump once and then do it again for each section that you've filled – if the whole bar is full, you can do the fabled Smurf triple jump!

### BREAKING BOXES

Also lying around the various stages are Prevent Boxes placed by Jokei Smurf. Breaking these open by jumping at them from underneath reveals the contents, but watch out! Jokei Smurf has left surprises for you so you might get anything from bonus points to a bomb! To avoid these, run to the side as soon as you break the box so if it is something nasty it'll miss you completely. Use this rule when taking part in the Falling Boxes mini-game too.

### ITEMS

**Sarsaparilla Leaf** – Collect as many of these as possible throughout a level to enhance your jumping power. Some parts of the level won't be accessible until you have a certain number of them so try not to miss any.

**Floating Bubble** – These are found within boxes. Jump inside one to be able to float up to higher sections of the levels. They run out after a short time though so be careful.

**Magical Potion** – Drink this and you'll be impervious to any enemy attack or dangerous objects. However, you won't be able to stand still so run along while you can!

**Life Potion** – If you're running low on energy, take a quick swig of this and you'll regain one heart of life.

**Silver Heart** – A rare item. Collect this and your energy meter will be enhanced by one heart.

## The Kitchen Of Danger: Part One

As soon as you enter Smurf Village, collect the key hanging in mid-air next to the first cottage and then use it to go inside. Walk right, break the box and leap on the sausage in your way before reaching the spinning pole. Grab it and ride up to the top before leaping left and collecting the leaf. Repeat for the leaf on the right, jumping over the broken eggshell at the same time.

Quickly grab the magical potion and sprint along the next section, making sure to take out the evil Greedy Smurf along the way. Keep going and snatch the two leaves under the table, but watch out for the next Greedy by the three leaves ahead. Two more leaves lie under the next table and then instead of grabbing the spinning pole, wait for the eggshells until a platform comes along. Jump onto this and ride it over the switch to collect the two leaves and a life potion on the other side – but watch out for the sausage!

Head back to the spinning pole and use it to climb up onto the next tabletop. Break the boxes, collect the leaves and use the next pole to climb even higher. Move along and kill the hopping strawberry before jumping up onto the cake and using the pole to the top of the cake and grab the leaf there as you jump over to the spinning pole. Wait until you swing in the right direction and then jump onto the tabletop beyond. Grab the leaves and squish the strawberry, then make another leap over on the spinning peg and onto the table, hitting the sausage as soon as you land.

Use the moving platform to cruise across the gap to the next jumping platform and sell across the eggshells below, collecting leaves on the way. Kill the next sausage and walk along for three boxes and three leaves. Grab the bubble and float to the higher tabletop where your final goal lies – jump on the strawberries on the cake and leap up high to snatch the carrot you seek.



you on the other side of the plates and use the floating bubble inside the next box to rise to the level above and break open the four boxes there.

Drop back down and when the box containing the bubble has reformed, use it again, but this time float to the right. Collect the two leaves as you go up and once you reach the next table, push the green jar as far as it will go to the right. Use it as a trampoline to leap to the next table and grab the two leaves floating above. Kill the strawberry and push the next green jar along before jumping onto the moving platform and collecting the leaf on the other side.

Another moving platform takes you to the table on the far right. Jump to the highest level first and grab all the goodies then drop down and use the magical potion to let you kill all the strawberries with ease and get the leaves there. Drop again and collect more leaves before you deal with another evil Greedy. One more drop takes you to the bottom level where a sausage waits for you as well as a life potion if you need it. Now use the pole to move the moving platform and sail across the eggshells below, collecting leaves on the way.

Kill the next sausage and walk along for three boxes and three leaves. Grab the bubble and float to the higher tabletop where your final goal lies – jump on the strawberries on the cake and leap up high to snatch the carrot you seek.

## Kitchen Of Danger: Part Two

Smash the three boxes near where you start and run right onto the cake, killing the awaiting strawberry. Leap to the top of the cake and grab the leaf there as you jump over to the spinning pole. Wait until you swing in the right direction and then jump onto the tabletop beyond. Grab the leaves and squish the strawberry, then make another leap over on the spinning peg and onto the table, hitting the sausage as soon as you land.

Use the moving platform to cruise across the gap to the next jumping platform and sell across the gap to the next jumping platform and sell across the eggshells below, collecting leaves on the way. Kill the next sausage and walk along for three boxes and three leaves. Grab the bubble and float to the higher tabletop where your final goal lies – jump on the strawberries on the cake and leap up high to snatch the carrot you seek.

two more leaves and a life potion. Head back and climb the pole to get three more leaves before jumping back onto the table and using the pole to swing across the gap.

Dodge the pie-throwing Greedy and drop past the next pole, grabbing more leaves. Take out the strawberry and drop again to get the life potion but watch out for the sausage that appears out of nowhere. Use the moving platform on the right to get over the gap while you collect more leaves. Dodge the fork and kill the strawberries on the cake, then use the bubble in the box to float up to the left and grab the leaves on the window ledge.

Jump back down onto the cake and head right, avoiding another fork and then use the bubble in the box to float to the right and reach a small platform made of boxes. Collecting the leaves along the way, keep floating across using the bubbles until you reach the next table – be careful to kill the waiting Greedy quickly before he hits you. Walk right, breaking the boxes and killing the sausage before going back left and falling off the table. Push the green jar along to the right and use it as a trampoline to jump up and collect the leaves and life potion.

By now, your jump meter should be quite full so use the bubble to float back up to the top table and use the Smurf jump to leap over the high-staked strawberries. Fall down on the other side and head left, avoiding the fork and grabbing the three leaves. Go right and use the moving platform to float right. Grab the time potion and mount the cake then use the bubble to float up and left to get another life potion. Drop back down, kill the strawberries and use the pole on the right to swing across to the table.

Use the moving platform to kill the strawberries then swing on the pegs to go up a level and kill the Greedy and snatch the life potion. Finally, head back to the pole and jump left to grab the leaves before going along the top table to the right, avoid the fork and kill the sausage as you smash the boxes before dropping to the right by the pole. The real Greedy Smurf is here, trapped in his nightmare. To save him, you have to drop on his bed before he awakes, getting his by his flying pies. Use the pole to get above him and jump on him before he can cause too much damage.



**Make sure you pick up all power-ups.**



**Always looks before you leap!**



**Floating Bubble** – These are found within boxes. Jump inside one to be able to float up to higher sections of the levels. They run out after a short time though so be careful.



**Magical Potion** – Drink this and you'll be impervious to any enemy attack or dangerous objects. However, you won't be able to stand still so run along while you can!



**Life Potion** – If you're running low on energy, take a quick swig of this and you'll regain one heart of life.



**Always looks before you leap!**



**Floating Bubble** – These are found within boxes. Jump inside one to be able to float up to higher sections of the levels. They run out after a short time though so be careful.



**Magical Potion** – Drink this and you'll be impervious to any enemy attack or dangerous objects. However, you won't be able to stand still so run along while you can!



A. Winning with the rabbit takes practice.



A. Collecting leaven will take you highest.



A. Reversing air runs, no no canister.



A. Reversing air runs, no no canister.

## The Rabbit Race

Once you've left this Kitchen of Dangor walk through the village until you reach a rabbit standing on the far right. Talk to him and give him the carrot you found in the kitchen to enter the Rabbit Race.

This isn't too difficult if you remember a few simple rules. Firstly, try to stay as far to the left of the screen as possible without falling off - the screen constantly moves to keep a bit ahead of it. If you're crossing the floating log and the water level rises, leap off into the sea when the logs run out and the water level will drop back down before you land.

When jumping over large gaps, only jump when you can see your destination ahead of you as jumping blindly can lead to falling down gaps in the floor. Leave the jump until the very last second and then hold Right and the B button down until you land to ensure you make it. If you're using red mushrooms as a springboard, hold down B to make a huge leap across. Collect all the leaves that you pass or you won't make some of the jumps later in the level and always wait for the right moment when passing the bees. Finally, remember what the title screen says - don't forget the key!

## The Library Of Fear: Part One

Walk right from the start and leap up onto the books to collect the first two leaves and the magical potion without colliding with the spider walking around. Run along and take out the Brainy Smurf walking on the other side then break the box and jump up onto the next set of books. Collect two more leaves and then leap on the floorboards to do it for good. Jump down and break the next two boxes, grab the Chest piece, leave the Chess board and then push the Chess piece one square to the left to open the path ahead.

Two more boxes and a flapping book lie ahead, then head further right and use the moving platform to float across the glass and collect the leaves and life potion. Go back and break the box next to the glass and use the bubble to float up and grab another leaf before you reach the next platform. Use the magical potion to spirit past the spider and Brainy, smashing the boxes along the way. Now leap onto the books and down the other side, collect the leaves and then use the platform to the left to clear the glass ahead.

Ignore the box near the spiders for now and head left, jumping the books and killing the flapping book before grabbing the stash of leaves. Now go back, break the box and use the bubble to float up to the next level, getting the leaves on the way. On the left, use the double jump to clear the book and get over to the life potion in the corner, then head back right and wait for the floating platform to take you over the breach. Push the small grey books right and use them to jump past and onto the higher books.

Quickly grab the magical potion and run past the flapping book and spiders, breaking the boxes on

the way. Grab a couple of leaves near the Chess board and push the Chest piece left to lower this book in front of you. Ignore the box and use a double jump to get onto the higher level on the right and smash the life potion and three leaves. Double back to the box and use the bubble inside to float up, collecting the leaves as you go.

Watch out for Brainy lurking at the top and then walk along to the left killing spiders and breaking books. Use the floating platform at the end to get over the glass and grab the magical potion as you leap down to run through all the spiders below. Break the four boxes on the left before grabbing the bubble inside the top one to float up and collect the leaves. Beware of Brainy waiting right at the top and then run along right. Push the Chess piece to the left, above the grey books above the life potion to reach it and then push them back to the right to jump onto the higher books.

Grab some more leaves and kill another flapping book and another Brainy Smurf before pushing the Chest pieces in towards the raised rope to make it drop. Collect it to finish the stage.

## The Library Of Fear: Part Two

Run left, avoid the ink pot and quickly kill the Brainy ahead. Walk all the way along to the left and ignore all the boxes for now - just push the Chess piece at the end one square right. Now go ALL the way back to the start and use the spider's web to spring up onto the platform above. With the path open you can now smash the boxes there and grab not only the leaves but the silver key itself.

Head back to the left and use the bubble in the box to float up and collect the leaves as you reach the next level. Kill the flapping book and use the web inside to leap up to higher ground, avoiding the spider that waits there. Push the Chess piece left and use the floating platform on the other side to make it safely over the glass, collecting the leaves on the way. Now ignore the webs and drop down to kill the Brainy and collect some leaves. Use the right-hand web to leap up and get more leaves and a life potion then use the left-hand one to reach the higher level. Grab the magical potion and spirit along to the top passage and then walk past for the Brainy that appears just as the potion runs out.

Push the grey books to one side and squeeze through the opening. Kill the spider and then drop down. Walk along the bubble to float over the ink pot and grab the leaves before using the double jump to get onto the books. Jump on the web and push the Chess piece to the right, then come all the way back past the ink pot and go through the now open path to grab a stash of leaves. Go back left, drop down and use the next web to leap to the alcove high above and get the leaves there.

Fall back down and kill the flapping book below to collect his leaves before going back right. Drop past the web and kill the Brainy before walking along to the left, grabbing any leaves you can find. Fall off to the right, missing the web and use the one you want to be thrown back up, then go to the lower alcove to collect a life potion and the higher one to

grab leaves, both guarded by flapping books. Next, go left and avoid the ink pot then float over the glass using the platform and use a Smurf triple jump to leap into the small gap between the book and the ceiling. The real Brainy Smurf is here, waiting so use the small ledge nearby to avoid him and leap on his head four times to wake him up.

## The Bottomless Well

Once out of the library head for the well in the middle of the village and use the rope to climb into it. You'll be swimming in the water so there are a few things to look out for. As always, collect as many leaves as possible but also keep an eye on your oxygen meter. If it runs out, you'll drown so make sure you top it up as often as possible by breaking the boxes and grabbing the oxygen bubbles inside.

Apart from avoiding anything that moves, because it'll quite obviously hurt you, the only other thing to watch out for are the anchors placed around the level. By swimming past them and pressing A, you'll knock them over and open up the path ahead. Use the currents to swim quickly along long passageways and jump on board the friendly turtles which'll carry you to the top of dangerous spiked areas if you guide them. This level isn't too difficult if you stick to the path and move along as quickly as possible. Don't forget the key!

## The Mysterious Planet: Part One

Watch out for the Brainy Smurf right at the start - you can only hurt him when he's not spinning so avoid him like the plague. To get up the pole, jump away from it and then glide back in so you grab on at a higher level to reach the leaves and life potion. Leap the low pit and then walk past the huts, grabbing the leaves. Kill the bug but be careful - if he hits you then the controls will be reversed and you'll have a tough time controlling yourself. Leave everything alone for a minute and you'll return to normal.

Kill another alien and then leap over the hopping fire before jumping between the two poles to get all the leaves. Over the next lava pit, kill another alien and leap over the fire into the pole to be thrown up and grab the leaves and life potion above. Jump over another pit and into another crater to get more above. Kill the spider using the gliding technique to get all the leaves up the next pole. Leap over the fire and use the yellow block to get onto the red peddling machine. Press the A button to peddle and then jump off with B when you get to the top.

Make your way down the steps avoiding the fire and use the crater at the end to boost up to the leaves and then over to the poles. Leap from pole to pole collecting the leaves but be careful not to fall into the lava below. Keep heading right, dodging all the fire and when you reach the high ledge use a double jump to get up to it. There are more fire ahead so avoid as you use the pole to your advantage and grab the life potion at the top.

You need to use a Smurf triple jump to clear the next high ledge then leap the lava pit and use the

next red peddle machine to get up even higher - just watch out for the rolling Alien Smurf at the top. Wander along and drop down the other side of the cliff, taking care of the next bug and the walking alien. Break the boxes as you head right but watch out for the alien that appears out of nowhere and when you reach the end, jump on the red peddle machine and press A to fly. Jump off and repeat until the block under the machine breaks and the magical hammer falls out, ending the stage.

## The Mysterious Planet: Part Two

Avoid the fire right near the start and use the pole to leap up and grab the life potion and leaves. From the top of the pole leap down onto the platform floating in the lava and quickly jump along the platforms before they disintegrate. Dodge the bug on the other side and then avoid the meteor as best you can - this is quite tough. Leap over the fire past the meteor shower and kill the alien among the huts then use the crater to spring up and grab the leaves and life potion.

Clear two more fires and use the red peddle machine to reach the top cliff and grab the life potion to freeze everything and spirit along the cliff top using a double jump then slide down the poles on the other side, watching for the fire at the bottom. Dodge another meteor shower and use the pole on the other side to reach the high up leaves. Peddle on the red machine to get more then leap off to the cliff on the right, using a double jump and dodging all the fire.

Another set of poles lets you slide down, but again beware of the fire and bugs lurking at the bottom. Jump onto the platform in the lava and leg it along as it spins, then jump up the pole to break the pods and onto the other platform to the other side. Through the village, dodge the fire and spinning alien then jump into the crater and fire up to break the box above. Go up again and use the bubble to float far right before burning it along the row of leaves and falling onto the platform and jumping off before it disappears.

Another row of platforms awaits but you have to use a Smurf triple jump as you reach the end once to clear the cliff face. Another triple jump gets you onto the top and then use the pole to slide down the cliffside before jumping in the crater and getting the leaves above. Kill the spinning alien in the waken and then take on the Alien Space Smurf to awaken him. Leap on his head to stun him and then run right quickly to avoid the hammer he throws at you. Keep doing this and jump on him five times to fire him from his rightmarch.

## Die Flood Wave

With the hammer in hand walk far right past the rabbit in the village. When you reach the poles blocking the river press A to knock them down and pass through to the flood wave. If this game was to be over because of being tough, this is the level to do it - the flood wave is a nightmare of the highest order.

The idea is to outrun the tidal wave of river water rushing up behind you which sounds easy





A house leaf - ready to be picked.



A house leaf - ready to be picked.



A house leaf - ready to be picked.



A house leaf - ready to be picked.



A house leaf - ready to be picked.



A house leaf - ready to be picked.



A house leaf - ready to be picked.

enough. However, you have to not only avoid the enemies in your way such as porcupines and bugs that reverse your controls again, but also leap over gaps, grab springs to let you leap high enough to collect the leaves floating above AND jump up slopes that slide up in opposite directions, pushing you back! To make matters worse, you can't miss a single leaf - if you do, you won't be able to do the double or even triple jumps to leap over the high cliffs ahead!

Keep persevering at this one as it's a real toughie. If you fail and die totally, you'll have to complete the mysterious planet level all over again! One last kick in the teeth before you move on - there's not even a password after this so if you die you'll have to do it all over again - arrghh!

## The Haunted Manor: Part One

Duck the flying man that's thrown by the evil Shy Smurf when you begin and then walk left killing him and breaking the boxes. Use the wings to fly up to the next level and avoid the spiked hat by jumping over him. Now collect another set of wings and fly up to the top level before squashing the spider and grabbing the leaves. On the far left wall for the moving platform before letting it carry you to the other side - watch out though as it's a bouncy platform. Kill the spiders and collect the leaves, then drop to the left and serve in to reach the next level down.

Jump over the spiked hat and get the leaves then fall to the right and press the switch there with the A button. Walk left and kill the next Shy Smurf then jump on the grey stones and double jump onto the chest to get the leaves. Fall down and kill the bug then push the same grey stones left and use them to climb up to the next level. Double jump up and dodge the little fire (the big ones are only background) then jump over to the chest and get the time potion. Run along and avoid the spiders, then climb the stairs being careful to avoid the nasty bugs that are there. Use a double jump to reach the box and then do it again to grab the bubble inside.

Rise up and get the leaves then do it again and drift to the left, kill the boss, kill the Shy and grab the magical potion before logging it again stamping on the spiders and getting the life potion at the end. Back to the left, break the box and use the wings to fly up then jump over the spiked hat. Run right along the bed and triple jump to get the leaves. Go back and use the next set of wings to fly even higher, squash the spider and use the bouncy platform to get over the gap. Avoid the spiked hat and use the series of three bouncy platforms to get over to the other side - this is NOT easy.

Keep going right and use another bouncy platform before grabbing a magical potion and leaping it through all the spiders in the way. Go back and drop down before running left, taking care of another Shy and hitting the switch at the end. Head off to the right and kill all the spiders there then use the newly formed drops to climb to the top. Hit the first switch ahead then hit the second to clear a path to the key before using a triple jump to reach it and end the stage.

## The Haunted Manor: Part Two

Hit the switch on your left and duck the flying man that Shy Smurf throws at you, then kill him and get rid of the next spider. Get the wings near the spiked hat and fly up to the left, collecting leaves and the next set of wings to get even higher. When you eventually fall down, go right and climb the stairs near the bugs. Use the bubble at the top to reach the life potion and leaves on the left then use it again to get to the high platform above and get more leaves. Another bubble there takes you even higher where you must get a bouncy platform to the left to hit the switch in the alcove to the side.

Fall all the way back down and walk right, killing the Shy Smurf ahead and jumping over the collapsing floor before climbing the new stairs. Leap left to get onto the chest and get some leaves then go to the top and run right, killing another Shy. Continue over a gap until you reach some grey stones. Keep walking right past two spiders to get some leaves then head back to the stones and push them left. Use them to leap onto the chest above with a double jump, but watch for the spiked hat. Get on the bouncy platform on the left to get the wings then fly along to get some more wings and leaves before reaching another hidden switch in an alcove.

Drop down and go back to the chest, using the bubble there to get to the table above, then run across to kill another Shy and use the bouncy platform to get onto the ledge with some fire. Dodge them and collect the life potion then drop to the right and walk over the collapsing floor. Run along and jump onto the shelf to get leaves, then go up onto the chest on the right and jump to the shelf on the left with spiders on it.

There you go - that should keep you busy for a while, to complete the game, tune in next issue!



# PUT A LITTLE COLOUR BACK IN YOUR LIFE



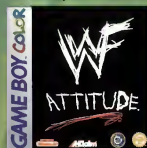
Release date: May 1999 RRP: £24.99



Release date: 5th March 1999 RRP: £24.99



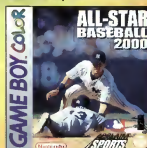
Release date: May 1999 RRP: £24.99



Release date: May 1998 RRP: £24.99



Release date: April 1998 RRP: £24.99



Release date: May 1999 RRP: £24.99

FEEL EVERYTHING. EVERYWHERE

**Acclaim**

The NBA and individual NBA team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1999 NBA Properties, Inc. All rights reserved. Major League Baseball trademarks and copyrights are used with the permission of Major League Baseball Properties, Inc. © 1999 Major League Baseball Properties, Inc. All rights reserved. World Wrestling Federation and its logo are trademarks of World Wrestling Federation, Inc. © 1999 World Wrestling Federation, Inc. All rights reserved. Duke Nukem is a registered trademark of Duke Nukem Entertainment, Inc. All rights reserved. Duke Nukem 3D is a trademark of Acclaim Entertainment, Inc. © 1998 Acclaim Entertainment, Inc. All rights reserved. Game Boy and its logo are trademarks of Nintendo Co., Ltd. © 1998 Nintendo Co., Ltd.



An adventure for  
anyone who's ever worn nappies.



THE  
**Rugrats**  
MOVIE

Official Nintendo Magazine Jan '99

'The best Color  
Game Boy game yet.'

[nickuk.com](http://nickuk.com)

[www.rugratsmovie.com](http://www.rugratsmovie.com)

THQ and the THQ logo are trademarks of THQ. © 1998 THQ Inc. All rights reserved. Rugrats and all related films, logos and characters are trademarks of THQ. © 1998 THQ Inc. All rights reserved. THQ and the THQ logo are trademarks of THQ. © 1998 THQ Inc. All rights reserved. THQ and the THQ logo are trademarks of THQ. © 1998 THQ Inc. All rights reserved.

**THQ**

[www.thq.com](http://www.thq.com)